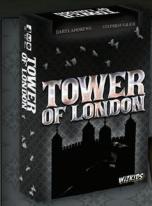




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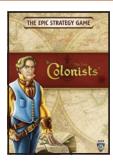
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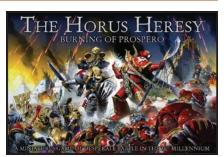
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207 FROM THE EDITOR

Greetings, dear readers!

t's that time again – time to crack into your latest issue of *Game Trade Magazine*! Are you ready to see all of the exciting games and products coming soon to your friendly local game store?

Speaking of, it's a funny sort of schedule that we work with here in the Game Trade Bullpen; at any given time we're working on an issue that will be coming out two months from that time featuring product that will be releasing around two months after that.

Sometimes it's a bit of challenge keeping the timeline straight in our heads! Here we are, barely adjusted to Daylight Savings Time on the east coast and now I am writing these words for the May issue – it's a special kind of crazy that we all enjoy while working on the magazine.

But that's just the tip of the iceberg – in this issue we *Escape from 100 Million B.C.* with IDW and head to *The Other Side* with the team from Wyrd Games. Somewhere in-between you can ride the rails and visit *Bärenpark* with Mayfair Games, or perhaps a long time ago in a galaxy far, far away is more your speed? Then be sure to check out the latest word about *Star Wars: Armada* from Fantasy Flight Games!

In this issue, we explore some of the fantastic ways games can play a role in education courtesy of Looney Labs and we look at starting games at a young age with Thames and Kosmos. It's never too early to think about enjoying fun games and the many ways we can learn from them and each other!

And, of course, that's not all! Be sure to check out the exciting exclusive *Unexploded Cow* insert courtesy of Cheapass Games, as well as the accompanying article! Prepare your herd of mad cows as you liberate besieged towns from the threats of undiscovered mines in this guilty pleasure game.

So enjoy, dear reader, and consider this parting word a "spoiler alert" before reading this month's *Dork Tower* – don't say we didn't warn you!

-JG

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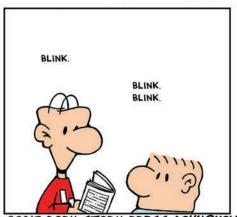


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GTM MAY 2017



T.I.M.E STORIES

Lumen Fidei





207 USERS GUIDE

Every month the **Game Trade Magazine** (**GTM**) Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds* and *hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (*FLGS*) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood Game Trade Magazine...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

From the Editor/Foreword: In every issue you will find greetings and assorted musing from one of the members of the GTM Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!



Cover Story: Each month a different game or manufacturer gets top billing in GTM and this article is all about the awesome and incredible products or games you will find featured on our cover!

Features: Featured articles are contributions from the manufacturer and are selected by the GTM Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.





Spotlights: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

Previews: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!





Designer Diaries: These articles are the ULTIMATE in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights,

funny anecdotes and all the challenges to be overcome in order to make your favorite games.

Reviews: Industry professionals and gaming enthusiasts offer playby-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



Exclusives: While virtually ALL of the content you'll find in GTM is exclusive to our pages, these articles are truly *only* found in Game Trade Magazine. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, GTM Exclusives are a not-to-be-missed monthly resource!

Games Section: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your GTM will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

GTM MAY 2017



207 USERS GUIDE

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now? It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!



And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

FEATURED ITEM

Featured Item: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

Offered Again: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPETLIGHT ON

Spotlight On: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI or Please Inquire: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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GTM MAY 2017



EASING INTO



Miniatures games have a lot of visual appeal for new players. On the table, they look exciting. A varied collection of terrain and models leads to a visual narrative that is hard for other games to achieve. I've spent years playing miniatures games at game stores, and I can't begin to count the number of people who have come up to me and inquired about the game I'm playing.

It's easy to convey the excitement of a miniatures game, but potential new players may be turned away by their complexity. While designing *The Other Side*, ease of entry was one of the keystones of the game's design. If new players can pick up the game more easily, then there will be more players to enact exciting battles of *The Other Side*. The ease of entry shows itself in the unit, component, and Allegiance designs.

THE OTHER SIDE GAMEPLAY

This article focuses on how *The Other Side* appeals to new players, but if you're interested in some more details on the gameplay itself, read on!

The Other Side is a miniatures game that is played on a 6' by 4' or 4' x 4' table in approximately 2-hours. A two Commander game uses about 50 models per side, but the game can easily be played at smaller (one Commander) or larger levels (three or more Commanders).

Instead of dice, each player uses a standard deck of playing cards in *The Other Side*. Players may generate a hand of cards that they can use to affect the outcome of different in-game actions, or they may choose to spend their in-game resources elsewhere. Gameplay consists of alternating activations, giving each player a chance to respond to the other's choices. Attacks involve both players flipping cards, ensuring that nobody is waiting for their opponent's turn (or attack) to end. The game stays engaging even when it's the opponent's turn because there are always decisions to make.

Models in *The Other Side* are grouped into units, each made up of one or more bases, called Fireteams, which move independently on the table. Whenever a unit suffers damage, one of its models is removed. However, damage mitigation and Reinforcements allow the model to stay in the fight, even when attrition becomes a concern. The game's excitement comes from using units against enemies in Operations. The different Operations change gameplay, providing players with objectives outside of killing their opponents. This allows players to defeat their opponent either through cunning or brute force.

The Other Side uses a variety of mechanics to add more enjoyment to the game. Allegiance cards give a distinct flavor to each army, and units gain a benefit from high morale (the Glory side) instead of being punished for broken morale. Stratagem cards provide the chance for large, cinematic battlefield effects. All told, the game keeps players involved in the action from beginning to end.

The Other Side has been in development for over a year, and it shows. You can quickly understand the game without sacrificing tactical depth, and the easy-to-learn rules keep the focus on the action, instead of the minutiae of rules arguments.

CULT OF THE BURNING MAN ALLEGIANCE BOX	
WYR 40251 TBD	Available Q4 2017!
GIBBERING HORDES ALLEGIANCE BOX	
WYR 40201 TBD	Available Q4 2017!
ABYSSINIA ALLEGIANCE BOX	
WYR 40151 TBD	Available Q4 2017!
KING'S EMPIRE ALLEGIANCE BOX	
WYR 40101 TBD	Available Q4 2017!

UNIT DESIGN

Making flavorful, interesting units for the game requires a combination of compelling rules and great visuals. The visuals will draw people in, and the rules should hook them. This means that the rules need to be accessible and functional while also providing a bit of character to the unit itself.



For The Other Side, we use stat cards to represent all of a unit's rules. Every special rule for a unit can be found on its stat card, which takes the pressure off the player to remember what their models can do. We took this a step further by ensuring that all the rules for a unit fit on one side of its stat card, preventing players from having to constantly reference the back of the card. This limited space also necessitates units that are easy to understand at a glance: it's rare that a unit will have more than three rules on the front of its card. Each of these rules provides the unit with flavor that makes it unique, but that flavor is enhanced when the unit "goes into Glory" and flips its stat card over. The back of each stat card contains all the rules on the front plus additional rules of play, creating a unit that becomes more interesting as the game progresses without overwhelming a new player with complicated rules.

The Other Side units were also designed in such a way to limit the need for players to track game effects. All long-term effects are dictated by a collection of five tokens. Damage is tracked by adding or removing models from a unit, allowing both players to discern a unit's relative health while also providing a cinematic representation of the battle on the tabletop.

All of this adds up to one simple thing: units that can be easily understood by players, both new and old. A quick glance at a stat card shows you what a unit is capable of, and surprises on the tabletop are limited to powerful effects instead of frustrating "gotcha" moments.



COMPONENT DESIGN

Another step towards ease of play comes from the decision to have preassembled miniatures. All models for *The Other Side* come assembled in the package, including being attached to their base. Players that are either new to miniatures games or are limited in time no longer have to worry about figuring out how to assemble their models. Players can simply purchase a new unit and get it on the tabletop in the time it takes to open the box. This is an amazing boon to *The Other Side*. Easy to understand units and quick-to-play models mean that the game can fall more squarely into the realm of impulse purchasing. The delay time from purchase to play is eliminated, which makes a new purchase more plausible for new players.



Finally, we focused on making *The Other Side* an easy game to pick up through our Allegiance design. Every Allegiance in the game determines which units you can bring to the table, and it also grants special rules to the whole army.

An Allegiance card itself gives a strong sense of flavor to your game choices. At a glance, an Allegiance card gives you a feel for how the entire Allegiance plays. On the back of each card is a quick rules reference to help players remember some of the more common rules. Just in case, players will always have their quick reference card handy while playing the game, too!



The Other Side's Allegiances also make game growth that is manageable for players to pick up over time. Unlike most games, The Other Side doesn't need to focus on a lot of releases for pre-existing Allegiances. It can limit the growth within an Allegiance, which makes understanding ever-expanding game choices easier to process. Instead, The Other Side will continue to add new Allegiances that provide new options, all the while slowly introducing new options to existing Allegiances. Coupled with the ability for some Commanders to hire units from outside of their Allegiance, the game can continue to evolve without making the unit choices within an Allegiance too overwhelming for new players.

EASING IN

All of this comes together to make a miniatures game that is both exciting to play and full of tactical decisions, while also preserving ease of play. If you've been considering picking up a miniatures game line, *The Other Side* is the perfect place to start (or to add to your existing games).

We are keeping the barrier to entry into this new game low by making the rules for *The Other Side* available online completely for *free*, including all stats and game cards. Upon launch, it will also be available in six additional languages, thus opening the way for a much larger international community and allowing new players every opportunity to look over the rules and see all the great possibilities that can be had before taking their forces into battle!

Wyrd is thrilled to bring this brand-new game to players around the world, including our very own tables. It's a game that's easy to pick up and play, and one that is already rapidly catching the tabletop community's interest. We hope you'll join us on this journey to *The Other Side!*

Aaron Darland is the head of Wyrd's design team and is the lead designer of The Other Side. He is undecided whether he likes white chocolate, milk chocolate, or dark chocolate the most.

GTM MAY 2017



STAR WARS

WAVEV

Armada Wave VI Expansion Packs

Imperial Light Carrier | SWM26 | \$29.95

Hammerhead Corvettes | SWM27 |

Available 2nd Quarter 2017

Batter your enemy at close range with the sixth wave of expansions for Star Wars™: Armada!

The Imperial Light Carrier Expansion Pack and the Hammerhead Corvettes Expansion Pack introduce three new ships between them one medium-base Imperial Quasar Fire-class cruiser-carrier and two Rebel Hammerhead corvettes. And while these certainly aren't the largest or most durable ships you can add to your fleet, you'll find that they come with surprising tactical options that allow them to punch well above their weight!

BUILT FOR THE ENDGAME

Over the course of six rounds, games of Armada typically build toward a resounding crescendo. In the early rounds, you and your opponent may maneuver warily, gauging the distances between your ships and trying to lure each other into disadvantageous situations. Then, as your Star Destroyers and Mon Calamari cruisers lay down the heavy fire, you'll balance the attention you direct toward your ship-to-ship battles, your

> efforts to score precious objective points, and the squadron battles waged between your TIEs and X-wings.

And it all comes to fruition in the later rounds as you finally reveal the full scope of the plan you crafted before the engagement. Your CR-90 Corellian corvette may snag the final objective token as your Mon Calamari star cruiser limps to safety. Or your Interdictor may use its gravity wells to trap your opponents flagship, allowing your bombers to punch through the hull plating that your previous volleys have left exposed.

The beauty of Armada lies not just in its finely crafted miniatures, but also in the way it rewards strategic vision. You take the role of fleet admiral, and you deliver the commands that determine the course of battle. And given the massive nature of your ships, it can take their crews multiple rounds to process your orders, meaning you need to plan far in advance—often assigning command dials three or four rounds ahead of time.

Accordingly, you'll feel relief and gratification whenever you reveal just the right dial at the right time. But with Wave VI, you'll be able to experience the same relief and gratification whenever you disrupt your opponent's plans—undercutting their commands, stripping their ships' defenses, and making sure that every point of damage your enemy suffers is as good as a crippling critical hit.

As you and your opponent build toward the endgame, your new Wave VI ships may give you the edge by tearing your opponent down.

BOARDING PARTIES

The "surprise factor" is strong with Wave VI as its two expansions introduce three different boarding party upgrades. These play only on ships with both the Weapons Team and Offensive Refit upgrade slots—such as the *Quasar Fire*-class cruiser-carrier and the Hammerhead corvette. And they work only at close range.

Each boarding party requires you to get within close range of an enemy ship. Then, whenever you reveal your command dial, you can discard a squadron command dial or token—plus the boarding party upgrade—to trigger its effect. And these effects can prove absolutely devastating.

For example, the Boarding Troopers upgrade from the Imperial Light Carrier Expansion Pack can spend one enemy defense token for each point of your squadron value, and given the *Quasar Fire*-class cruiser-carrier's squadron value of "4," this can leave an enemy ship utterly bereft of defenses. Especially if you partner the impact of your Boarding Troopers with the abilities of the expansion's new Commander upgrade, Admiral Sloane. Not only can you exhaust your opponent's defense tokens; you can discard them.

When you reveal a command, you may discard a @ dial or token and this card to choose I enemy ship at close range. If you do, you may choose a new command for each command dial assigned to that ship.

Alternatively, the Cham Syndulla upgrade from the Hammerhead Corvettes Expansion Pack can throw an enemy ship into utter chaos. Give it an engineering command when it needs to adjust its speed, or force it to concentrate its fire when your opponent desperately needs it to reveal an engineering command to recover shields and help it survive.



If Armada is about navigating the balance between your ship-to-ship battles and your focus on the objective as you build toward the endgame, boarding party upgrades like Cham Syndulla and Boarding Troopers are like bombs set to blow up and throw those endgame plans into total disarray.

THE POWER OF SURPRISE

No battle plan survives contact with the enemy, and *Armada* Wave VI provides you all kinds of ways to make contact. From its boarding parties to the *Garel's Honor*, Wave VI is all about getting up close and personal and leveraging the power of surprise to overcome your foes.

How will you take advantage of its ships and upgrades? *Armada* Wave VI is slated for release in Q2 of 2017!

FANTASYFLIGHTGAMES.COM/SWARMADA





WARTIME

WZK 72810 \$59.99 | Available June 2017!

For decades, humans have lived peacefully, if uneasily, in the Valyance Vale. A large clan of goblins, the Firebrands, made their home in the mountains overlooking the Vale. The Valyance king worked together with the Firebrand king to keep the peace through the years. But, discontent has been brewing, and suddenly the status quo is shattered! Goblins and Wolf Riders stream down the hillsides, while Men-At-Arms unsheathe swords and Archers knock arrows. The time for war is *now!*

Welcome to Wartime, a 2-player tactical war game unlike any other: players engage in simultaneous play without turns! Players direct their units and attack enemies continuously in real time, without waiting for the opponent to finish his actions. The first player to achieve the goals of the scenario wins the game. Wartime resets the bar for "fast and furious" play as you control up to four units at a time and watch your opponent do the same! The rules have been streamlined so that players need never stop to look up anything. And with a game this action-packed, you wouldn't want to stop anyway! Individual games rarely last more than 10-minutes, and we've seen many players ditch their chairs and stand throughout the game!

Here's how it works: an army's unit is represented by a stack of tokens – one for each health point – with stats printed on the tokens

for easy reference. Game actions are managed by sand timers. In *Wartime*, a player can act whenever a drained sand timer is available. The player chooses one of his "available" units to take an action, resolve the action, and then flip the timer next to the unit to start the sand running. That unit is now 'busy' and cannot take any further actions until the timer drains. Once the timer

drains, both are accessible again for a new action. Until then, a busy unit is a sitting duck, so pay close attention to your opponent's forces!

Tokens for two factions are included on *Wartime*, enabling the Firebrand Goblins, Orcs, and Wolf Riders to square off against the Valyance Archers, Knights, and Men-At-Arms. The Battle Book presents a story-driven campaign that gradually introduces players to various elements of the game. In campaign mode, the result of one battle determines which scenario is played next.

Players typically begin the game with more units than they have timers, so they must choose wisely which units will act. Moreover, the timers have different lengths, ranging from 30 to 90 seconds. Deciding which unit gets which timer for which action will be a key strategic choice. And that choice must be made quickly because every second counts in Wartime!



Special abilities are handled by a hand of Action cards. Each faction also has some special units (heroes and spellcasters) that unlock Heroic Action and Spell Action cards. These cards grant powerful, one-time effects. For example, dealing a Critical Hit, throwing a Lightning Bolt, or even Confusing an enemy timer. At the start of battle, players choose from a set of available Action cards, allowing them to customize their options for each game. Remember that a well-timed maneuver can change history.

As Moltke the Elder once wrote, "no plan survives contact with the enemy." The tension and chaos of real warfare emerges naturally from the Wartime system. With a new action occurring about every 30 seconds, both players constantly engage with their units all across the board. There are some nail-biting moments

as you wait to see whose timer will drain first! The fast pace of gameplay can be overwhelming at first, but stick with it and within a few plays you'll begin to read and anticipate your opponent's moves. And at less than 10-minutes per game, it won't take long to get the hang of it! Though fundamentally a 2-player game, Wartime is even engaging for spectators to watch. After all, in Wartime, it's always your turn! Wartime will be available in friendly local game stores this June!

• • •

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ARCHER



PIECES

LINK KING

ZELDA QUEEN

IMPA BISHOPS

EPONA KNIGHTS

DARUNIA R00KS

> NAVI **PAWNS**

THE LEGEND OF CHESS SET





It's a Battle for Hyrule!

LINK AND GANONDORF ARE BATTLING IT OUT ONCE AGAIN... THIS TIME IN THE CLASSIC STRATEGY GAME OF CHESS!



« VILLAINS »

PIECES

GANONDORF KING

TWINROVA QUEEN

IRON KNUCKLE **BISHOPS**

> **PHANTOM** KNIGHTS

> > ARMOS ROOKS

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CATAN

EXPANSION —— CITIES & KNIGHTS.

Have you have mastered base *Catan*₈? Are you curious about the culture of the greater Catan civilization? If so, expand your direct involvement in Catan's development and defense with the City & KnightsTM Expansion!

With C&K, you control your domain's progress from a collection of settlements, to cities, and ultimately to great metropolises. But with such splendor comes conflict! Your Knights must now actively protect Catan from raiding barbarians.

C&K replaces the *Catan* base game's development cards with barbarian attacks, knight tokens, development flip-charts, and a progress card that tracks politics, trade, and science. This requires a number of new mechanisms.

The Event Die

Each time you roll the production dice, you also roll the event die, which will either advance the barbarian ship along its track OR produce commodities.

When the barbarian ship reaches the end of its track, the barbarians attack the cities in play. Unless protected by knights, some cities may be reduced to settlements.

Knight Tokens

For 1 ore and 1 wool, you can build a basic knight token or promote an existing knight to increase its strength. For 1 grain, you can activate a knight to either drive off the robber or fight the barbarians. If a barbarian raid is defeated, the player with the strongest group of knights is named a *Defender of Catan* and gets a victory point.

City Walls

You can build a city wall for 2 bricks. These will increase the cards you can hold by 1 when a "7" is rolled.

Commodities & Improvements

There are 3 new types of goods called commodities, produced by cities on forests, mountains, and pastures. Commodities are used to purchase city improvements.

Cities can now be improved by spending commodities for three types of buildings—yellow represents trade, green represents science, and blue represents politics.

City improvements produce Progress cards and grant special abilities. When you improve to 4th level, your city becomes a metropolis.

Progress Cards

There is one deck of progress cards for each category—trade, science, and politics. Science cards offer free resources or discount items, political cards hinder opponents, and commerce cards control the Merchant and enhance trading.

The Merchant

The Merchant token moves to any hex adjacent to one of your settlements or cities. The merchant is worth 1 victory point, and it allows you to trade 2:1 for the resource associated with that hex.

Basic Strategy

Most of the basic *Catan* strategies are also applicable to C&K—increase your production as much as fast

as possible, watch out for opponents blocking you from prime building sites, etc. However, cities are crucial. You can only get city improvements if you have a city.

Be patient until you have enough knights to protect it. After all, you can't lose a city you don't have.



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BÄRENPARK

MFG 3530 \$42.00

Available June 2017!

Bear parks: it's the next big thing! In order to be successful, you must skillfully fit together enclosures, animal houses and green areas, while using every available inch of your land. Animal houses and enclosures are worth points, and are more valuable if you build them quickly. Building permits let you claim more land to build onto. When one player fills their park, the game is over and the player with the most points wins.

Hello and welcome to our latest look at Mayfair's best and brightest! Today its' an awesome puzzler the entire family will love: Bärenpark! By Phil Walker-Harding, the designer of Imhotep and Sushi Go, with art by Klemens Franz, Bärenpark challenges players to construct the most pleasing park by building indoor and outdoor enclosures for four types of bears, along with eateries, restrooms, playgrounds. and even noble bear statues that will delight your guests.

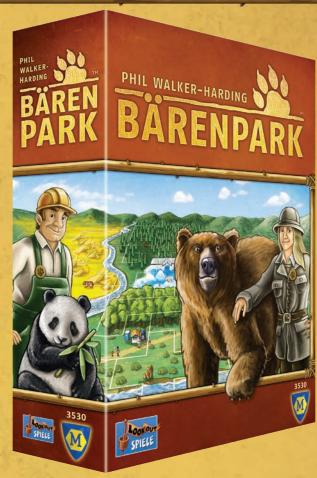
In Bärenpark, you'll construct enclosures to house Gobi Bears, Polar Bears, Pandas, and Koalas. And while Koalas aren't bears, they're so cute we couldn't bear to tell them that, so they're in the game! You'll also need to build all the amenities your guests will require, such as restrooms and food eateries, along with playgrounds for your younger visitors, and rivers and bear statues to enhance the aesthetic beauty of your park. In short, you want the greatest bear park ever designed! At the start of the game, each player gets a starting lot - an empty patch of land with an entrance and a lot of promise, but not much else. Each player also receives one "green area" - a restroom, playground, or eatery to get their park started. From these humble beginnings, it's up to the players to craft the best bear park. They'll do this by slowly filling their empty lots with tiles, bringing the puzzle elements into the game. Let's look at how it all comes together, shall we?



Each turn you must play one tile from your supply. If you cover a special symbol on the board, you can immediately draw a new tile to take its place. For example, if you cover a Green Wheelbarrow you'll select a green area (toilet, playground, food street, or river) of your choice from those available. There are spaces on the board that allow you to draw free tiles of every type in the game, so make sure to play

your tiles as efficiently as possible so you never run out. If you, you'll have to skip a turn to draw a new one.

The first Animal House or Enclosure of a given type that is placed is worth the most points. Your customers want to see wondrous creatures they've never



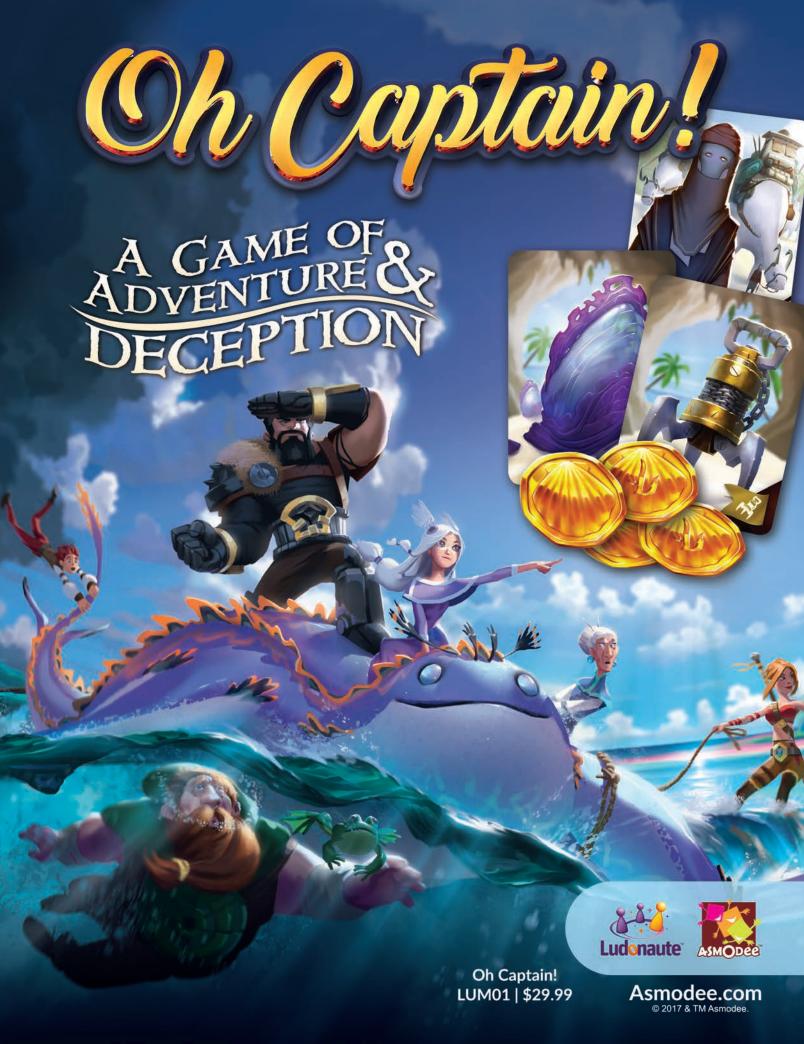
encountered and will reward the park that gives them something new! The first bear exhibit (enclosure or animal house) is worth up to seven points, while each subsequent exhibit of that type is worth fewer points. The faster you build exhibits, the more choices and points you can earn. There is also one special space on each board that you are not allowed to cover until it's the only remaining space on your board. On this space, you may play a bear statue, and they're worth up to 16 points for the first one played!

There's also the opportunity to add additional lots to your growing bear park. Your park will eventually reach a maximum size of four lots so you must work quickly! Once one player completes all four of their park areas, each player gets one more turn and the game is over. Players then tally up the points in their parks and the highest scoring park is the winner!

For experienced park builders, Bärenpark also offers achievements. These are special scoring conditions for building three enclosures of the same type (polar bears for example), having a long river, a large contiguous green area, and so forth.

We hope you've enjoyed this look at Bärenpark. Stay tuned, gentle reader, we'll be back next month with a look at another amazing Mayfair game!

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GAMES ARE FUN-DAMENTAL

Did you know there is a scientific journal titled *The International Journal of Game-Based Learning?* This journal exists because educational researchers know that games and education go hand-in-hand. Whether the student is a kindergartener learning shapes and colors, a fourthgrader practicing math facts, a middle schooler practicing creative writing, a high schooler discussing the history of the U.S., or a college-goer learning a foreign language, games can help.

It's well documented that students learn better, retain more for longer periods of time, and develop improved attitudes toward the subject matter when they're active and having fun. Games are highly motivational and are an excellent way to ensure that learners are deeply engaged in the content and using their new skills and knowledge in a meaningful context (as opposed to drills and worksheets).

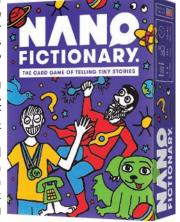
Not only are games great teaching tools, but they have the added benefit of building stronger brains in the process. Playing games twice a week has been found to increase processing speed by 27%. Research also shows that playing games strengthens the hippocampus and prefrontal cortex, the areas of the brain responsible for complex thought and memory formation.

Games also strengthen social and overall coping skills. When students play games, they learn to take turns, be patient, work together as teams, discuss differing ideas, and be creative, inquisitive,

and persistent. They also learn how to follow the rules and increase their attention spans. Games increase overall happiness and promote empathy, compassion, and trust. When families play games together,

children experience higher self-esteem and better grades in school, and are less likely to gravitate towards alcohol or do drugs. In short, playing games helps create successful human beings, and that success follows students all the way into adulthood.

Games are also great for a variety of special needs groups. Educators and therapists have reported many ways that they use games. Teachers of English language learners report that games help their students make friends while learning crucial instructional language, basic vocabulary, and grammar. Social skills therapists use games to help students







with Asperger's Syndrome practice turn taking, conversing about other peoples' interests, and dealing with change in a fun and social environment. Occupational therapists use games to help students strengthen their fine and gross motor abilities. Speech language therapists report using games to help students build phonemic awareness, practice difficult speech sounds, and build language and comprehension skills. Here at Looney Labs, we were excited to hear that educators who work with foster children find our game Fluxx to

be especially useful in helping these kids deal with change.

But, not all games are created equally. To be effective teaching tools, games need to meet a few criteria. First, they should involve all learners for as much of the time as possible. No long down times between turns. Next, if they are to teach a specific topic, they need to narrowly focus on that topic. Finally, effective teaching games provide enough repetition of content to ensure strong retention. Looney Labs publishes numerous games that meet these criteria, and has recently launched an educational webpage and catalog to showcase those offerings.

Finally, remember that games aren't only beneficial for kids. Playing games has been found to reduce the chance of developing dementia by up to 63%. Game playing also alleviates stress, reduces blood pressure, and improves the immune system, all while building stronger ties with family and friends. Also, playing tabletop games before bedtime gets you away from screens, which leads to better sleep and overall health.

Games are a wonderful gift that can last a lifetime.

For a listing of Looney Labs' educational games and further discussion of the benefits of gaming, please visit looneylabs.com/edu.

Laurie Menke was an educator for more than thirty years before coming to work for Looney Labs. She frequently used Looney Labs games to teach her students and can attest first-hand to their effectiveness.



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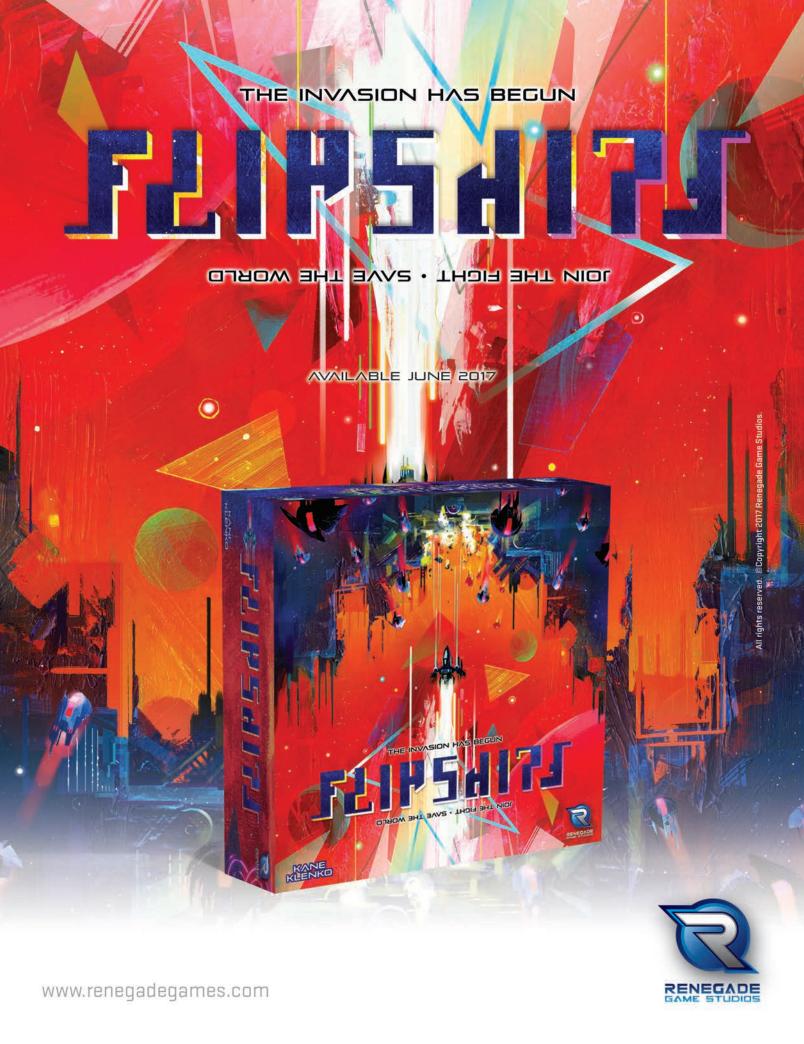
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ADVANCED GUILDHALL FANTASY: THE GATHERING

AEG 5854 \$44.99 | Ava

Available July 2017!

Guildhall is an award-winning card game of set collecting filled with interactive, CCG-style combos that allow players to take amazing turns which make them feel powerful and clever as they advance through the game. This July, a new Guildhall Fantasy expansion will be released: Advanced Guildhall Fantasy: The Gathering comes with a few rules tweaks, two mini expansions that can be used with any version of Guildhall, and six new professions that provide a great play experience alone, or can be combined with other Guildhall Fantasy: The Gathering is 100% compatible with the three previous editions of Guildhall Fantasy: Fellowship, Alliance, and Coalition. Each expansion can be played separately with previous editions of Guildhall Fantasy, or with custom-built decks of Guildhall and when playing the 'Mega Saga' format, where all the decks of Guildhall Fantasy are combined into one epic deck.

Guildhall, at its heart, is a game about moving cards from one location to another. The deck, players' hands, players' guildhalls, players' action areas, and the discard pile are all locations a card can be moved from, or moved to. The immediate goal is to transfer your cards into your Guildhall in groups of five, with each of those cards being a unique color. This completes 'chapters', which may be cashed in for Victory Point cards (VP cards). The first player to 20 victory points wins the game. Card abilities in Guildhall move cards to or from different locations to either help you achieve your immediate goals faster, or to hinder your opponents' plans. Sometimes, with the right combos, you can do both!

A simple little addition we made to the game was the introduction of the 'Master Houses'. These three cards are the same size as our card dividers/reference cards (and come with a reference card of their own) which are added to the row of VP cards. When players

discard a completed chapter and it matches one of the two chapters listed on the Master House, a simple ability may be activated which resolves after the resolution of the VP card's ability. The Archeologist House (Acrobats/Mystics) allows you to steal a card from an opponent's hand and move it to your hand; the Journeyman House (Leaders/Warriors) allows you to take a VP token from an opponent and return it to the stack of VP tokens; and the Sage House (Mage/Priest) allows you to look at the top seven cards of the deck and add one to your Guildhall. Each of these abilities are great bonuses that make players think a little more tactically in choosing which chapters they cash in, as well as getting them to consider when to cash in those completed chapters.

The bigger and more dramatic of the mini-expansions is the addition of the 'Chapter Masters'. There are five copies of six Chapter Masters that can be added to any deck of *Guildhall Fantasy*. Chapter Masters may be played as any color of their respective chapter (as noted by their Archetype). Currently, all Chapter Masters have an ability that activates when you have at least two other cards in their given chapter in your Guildhall. Chapter Masters make it easier to complete chapters and thus can speed up the game, but their abilities and flexibility also add a lot to the experience. Additionally, when playing games of Mega Saga, where all of the cards from two or more expansions are shuffled together, they can help players complete some neglected chapters and advance them towards victory.













Advanced Guildhall Fantasy: The Gathering is a standalone product that can be played right out of the box with or without its mini expansions. That means we've added six new professions to the pantheon of Guildhall Fantasy: The Duelist (Acrobat), Warlord (Leader), Arcanist (Mage), Alchemist (Mystic), Invoker (Priest), and Avenger (Warrior). Having reused all of the professions from Guildhall: Old World Economy and Guildhall: Job Faire, we were

left with an open canvas with which



to design a new experience from the ground up. We started by mining ideas from Hope S. Hwang's concepts for an unproduced set of Guildhall, which led to a slight change in the rules. Hope had designed some cards that played with the Action Area, both adding cards to your own Action Area and your opponent's. In classic Guildhall you can't play a card into your Action Area if you have played that Profession (or Archetype) during the turn, whereas Advanced Guildhall you may not

play a card into you Action Area if a card of that Profession is already there. This minor change, which does not negatively affect any previous *Guildhall* cards, allows a few different things to occur. For one, if you can clear out a specific profession from your Action Area, you may play that Profession again. The

second is, if you place a Profession into your opponent's Action Area, they may be prevented from playing that Profession during their turn, though they will have the benefit of gaining another card in one of their chapters (because you can't place or play a card into an Action Area that duplicates a card in any given player's Guildhall). We also introduce the concept of "split locations", where a location (Hand, Guildhall, Action Area, etc.) may be presented as black-and-white with a slash through it, meaning that you can choose either your own location or an opponent's location when playing the ability. Currently, there's only one card that plays with this concept, but its introduction leaves some design space for future sets and expansions of Guildhall Fantasy.

Advanced Guildhall Fantasy: The Gathering releases July 2017 and comes complete with 120 profession cards, 30 chapter master cards, 30 victory point cards, three master house cards, ninbe reference cards, 25 victory point tokens, and a rulebook, and retails for \$44.99. Guildhall Fantasy: Fellowship, Guildhall Fantasy: Alliance, and Guildhall Fantasy:

Coalition are currently available from your FLGS.

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CHILDREN'S GAMES

FOR THE NEXT GENERATION OF GAMERS

You grew up on board games, playing all the classics as a kid. Or maybe you're a relative newbie to the gaming world, only having realized how much you love board games as a teenager, college student, young professional, or even as a parent or grandparent. Regardless of when or how you got hooked on co-ops like *Legends of Andor*, puzzle games like *Ubongo* and *Dimension*, or classic card games like *Lost Cities*, there's a young son, daughter, niece, nephew, or grandchild you may want to share your interests with.

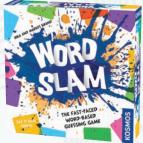
Sound about right? It's never too early to introduce the younger generation to board games, and while the ones you grew up with are a great way to start, board game publishers are coming up with new and exciting options to supplement the tried and true favorites.

Here at Thames & Kosmos, we may be new to the board game world, but when it comes to creating fun, high-quality products for kids, we're in the know. We started out distributing science kits that kids can use outside of the classroom, offering a fun, relevant, and engaging way to learn about complicated scientific topics. In 2015, we branched out into board games, and this year we're releasing four new children's games, offering something new for board game lovers to share with the five- and six-year-olds in their lives. Yes, these games are geared towards a young age group, but they're fun for adults, too (especially those adults who look forward to seeing a child actually enjoy board game time, rather than wishing they could just spend the day on the electronic device of their choice).



Take Monster Trap, for example. The setting for this cooperative game for children ages 6 and up is just the right amount of silly to capture the attention of a young gamer-to-be: In Monster Trap, you live in a mansion that's full of goofy monsters. The problem is, Grandma Freida's outside and she's terribly frightened of monsters. Working together, players must use the

push the monsters though the maze to the middle of the mansion and into the monster trap before Grandma sees them! Adults who are looking forward to the word-guessing party game Word Slam, and the upcoming series, EXIT: The Game, may find Monster Trap especially worth a try; all are designed by the prolific game designer duo, Inka and Markus Brand.











In Jungle Party, designers Stefan Dorra and Manfred Reindl offer a new take on classic memory games. Players try to navigate their way across bridges to be the first to reach the Toad King. To do this, they must remember which animals are swimming in the river and which ones are hiding under the bridges. Whoever

slides the right animal tile into the correct river channel will be one step closer to the finish! Memory tactics is an important skill to learn — not just for a gaming enthusiast, but for anyone. Jungle Party is a fun way to practice and nourish this skill at an early age.

Also coming this summer is the undersea search game, Lagoonies. Similar to Monster Trap, the fun backstory will hook kids immediately! Mischievous sea sprites swim, play, and tease the big ghost octopus in the enchanted coral



reef. Suddenly, the grumpy octopus reaches out his long tentacles and creates a whirlpool of bubbles! Can you use your magical bubble magnifying lenses to find your sea sprite friends, pick them out from the look-alikes, and bring them safely to the hiding hole in your reef? How many can you find before the octopus stirs things up again? Who knows: Today you could be playing this game of pattern recognition, coupled with a little bit of luck, with your five-year-old...a few years from now, maybe they'll have graduated to more complicated games with similar mechanisms like *Dimension* or *Codenames*.

Every once in a while it's good to move around a bit while playing a board game — especially when you're a kid. In *Harry Hopper*, game components are hopping and toppling, making it a fun and active game for rambunctious children. Each team has a grasshopper of a different color (dark green and light green). Much like pool, the object is to make your grasshopper token hop, jump, and knock over the blades of grass of your own color



before your opponent does the same. With a game mechanic that allows kids to launch a (safe!) plastic insect into the air, *Harry Hopper* is an easy sell to kids, and it just might be the perfect introduction to the atmosphere of friendly competition that board games provide.

If you're at the point where you want to share your passion and enthusiasm for board games with kids in your life, dusting off the favorites from your own childhood is a good place to start. But don't forget to keep an eye out for new releases, too! You never know what'll spark a lifelong interest, and you may even have some fun trying out these new games geared towards the next generation.

Monster Trap and Harry Hopper will be available June 2017, while Jungle Party and Lagoonies will hit stores in July 2017. Check out fun videos for these games and others at www.youtube.com/thamesandkosmos.

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ESCAPE FROM 100 MILLION B.C.

IDW 01161 \$59.99 | Available April 2017!

Anyone who knows me personally understands that I'm just a big kid. I watch all kinds of cartoons, I play with Lego bricks and Slinkys when I'm stumped on something, and I'm a sucker for dinosaurs. That last thing is pretty much the main motivation behind the design of Escape from 100 Million B.C.

In Escape from 100 Million B.C., players take part in an ill-fated time expedition that gets stranded 100-million years in the past with their time machine perched precariously atop an active volcano. Due to their violent crash landing, most of their equipment and vital parts of the time machine have been scattered across the dinosaur-infested valley that they find themselves in. Worse, as they explore and interfere with the past, they find that they are destabilizing the time stream, causing people and things to be pulled from other time periods into the valley as well. If this continues, it can cause a chain reaction ending with the volcano erupting as a temporal release valve to protect the universe from further damage.

In game terms, the players have to explore the map, trying to recover the time machine pieces and their equipment while trying not to kill any of the dinosaurs (which causes a paradox). Once they retrieve enough time machine parts, they can time jaunt back to the future, but they have to be careful what sort of gear they leave in the past or they might cause even more paradoxes, snatching defeat from the jaws of victory at the last second!

Sure, it's an unusual theme, but when I went freelance a few years back, one of my reasons for doing so was so that I could have more control over the kinds of games I design. I wanted to do some quirkier stuff that would allow me to stretch different design muscles than I was used to using. With Escape from 100 Million B.C., I wanted to design

an adventure that would be at home in an old pulp magazine next to a Tarzan or Conan story, but to do it in such a way that the story is told in the intersection of the game components, rather than on them. That is to say, the stories are created dynamically by the game engine rather than being mostly written on cards.

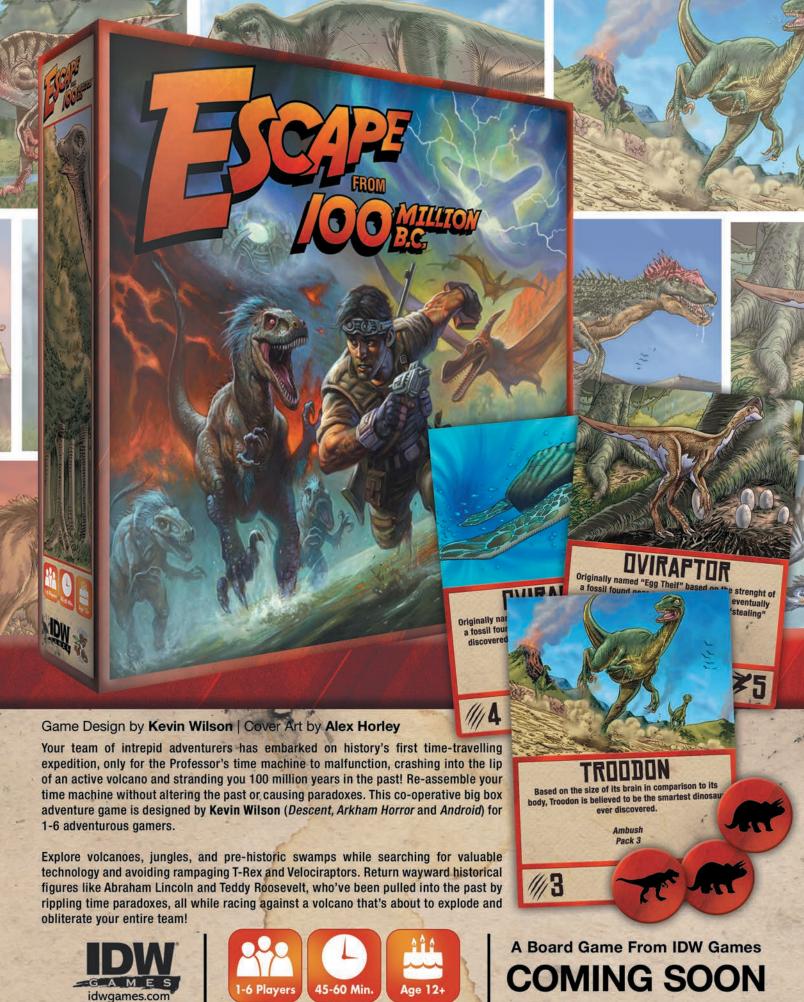
This means that the way that the map is built for a particular game interacts with where and how the dinosaurs and time castaways appear and move to organically tell a story involving the players. While there's a bit of card text for unusual events, most of the story takes place in the players' heads, as the various creatures move around the map and the players fight, rescue, or drive them off. In other words, if the game is a machine, then the story dwells where the gears touch each other.

As an example, in one playtest, we were perilously close to having the space-time continuum unravel on us, and after a patch of particularly bad luck, we found ourselves with a time-lost Abraham Lincoln hemmed in by two Tyrannosaurus Rexes on either side of him. If Lincoln was attacked and killed by a T-Rex, that was pretty much it for us (and the time stream). We were able to drive off one T-Rex, but inevitably the other one sought out Honest Abe on the very next move, and we all groaned, figuring that was it. However, he miraculously defeated the T-Rex with his trusty axe, and we were barely able to return him to his proper time before successfully time jaunting home to the accompaniment of a group cheer.

If that's the sort of story you like experiencing with your game group, if your copy of Sir Arthur Conan Doyle's "The Lost World" is ragged from wear, or if you've spent hours playing with little plastic dinosaurs, then give Escape from 100 Million B.C. a try.

Oh, and make sure you don't leave any tasty snack cakes in the past – those things are murder on the paradox level.

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Escape From 100 Million B.C. © Kevin Wilson 2016. UPC: 82771401161



ART OF 信 THE BLUFF

OVERSEERS

PSI GNETGOS01 \$25.00

Available April 2017!

Since the beginning of time, two opposing forces have been the pillars of the universe and coexist in eternal balance. The Goddess, in her infinite wisdom, has sent a group of Overseers to protect our world. They have the power to bend human traits to their will, and will always battle between each other to create the perfect symmetry between the virtues and vices of humankind. In *Overseers*, a game of bluff and misdirection, each player represents an Overseer, whose objectives are to bend traits to their favor to create the most dominant combination of virtues and vices. The heart of the game is the round where you must *try* to convince the other players to vote in your favor using your character's abilities and your wits. The following is an example of play...



Theresa, Julie, Jeff, and Zach are playing Overseers. Theresa is playing Lui and has three 'hope' and two 'anger' cards in her hand. That's a great hand because Liu can hide three cards instead of two as her ability. Liu will be able to hide the hope set worth 21 points. Zach has Suyin with three 'courage' and two 'lust' cards. They're not as good as Theresa's hand because Suyin gives you two extra points for each anger and it looks like Theresa already has them. They're still good because a courage set sums 18, plus 6 points for the two lust cards. Jeff, who has Xie, is holding two 'hope', two 'courage', and one 'anger'. He may be in trouble with those cards because there isn't a good way of hiding information and he has two incomplete sets. Plus, Xie's ability gives one extra point for each hope and courage card, so players will probably vote for him. Finally, Julie has Meixiu and holds two 'greed', two 'benevolence', and one hope card, which is the worst hand of all. She has the lowest cards because each greed card is two points, each benevolence is four points, and one hope card counts as zero, a total of 12 points. In this case, Theresa will try



to convince everyone else her hand is much worse than it is, while Julie must project confidence, trying to show that single card and make her opponents think she may have a completed hope set, making her the most valuable player. A conversation among the players may sound something like this:

Theresa: "I have nothing to lose, I've got two greed cards. I want to steal a card at the end of the game, so if you wanna vote for me, it's fine!"

Zach: "I think Theresa is bluffing and she has a good hand, but I think that Julie's green card looks lonely. Theresa's hidden cards could complete Julie's set."

Jeff: "Zach I think you're right, but Theresa is hiding something under those three cards."

Julie: "I will clear all your minds by seeing two of the three cards from Theresa's combination. It's Meixiu's ability (Julie peaks). Ok, you know I don't know how to bluff. She has two courage and one greed."

Now comes the time to vote. Based on their conversation, Theresa votes for Julie, Julie votes for Jeff, Jeff votes for Theresa, and Zach casts his vote for Julie. The accused player is Julie!

Julie played well, by tricking the others, without adding too much heat to the conversation that she may be the highest. Theresa is happy because her combination is safe... for now! Now, Julie knows she has a very low score, so instead of admitting being the highest, she will deny.

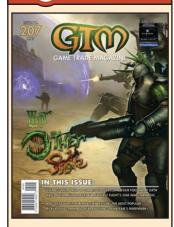
Everybody will show their hands and count points. Julie is, indeed, not the highest, so as a reward, she takes a card from the discard pile. She will get a benevolence card that grants four points.

The last phase of the round (called *greed*) begins. The player with the most greed cards may steal a card from another player. Julie has two, while the others have none. She chooses Theresa, who doesn't want to lose her set, so she gives an anger card to Julie.

The final score for the round is Theresa: 27 points, Jeff: 20 points, Zach: 24 points, and Julie: 25 points. Everybody will hide their points and a new round will start with new characters. At the end of the third round, the player with the most victory points is declared the winner!

Gonzalo Aguirre Bisi is a passionate gamer and game designer that joined the gaming industry in 2007 working as a video game publisher. He hit it off with Greenbrier Games at Spiel Essen 2016, and are now partnering together.

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SPELL EFFECTS: 5E WIZARD

Arcknight's double-sided, plastic printing technique has taken tabletop roleplaying to a new level with full-color graphical overlays for spell effects that are specifically tailored to the 5E Wizard, with spell information on one side invisibly hidden in the edge of the artwork. Players no longer need to look up spells for details such as damage codes, saving throws, and ranges and areas. Scheduled to ship in June 2017.

ARC CSE-WIZ5......\$50.00



MAGE WARS ACADEMY:

Summon powerful constructs and bend your opponents to your will as a telekinetic Forcemaster competing to prove that your mind is the most powerful weapon! Fully compatible with both Mage Wars Academy and Arena, the Forcemaster Expansion contains 72 Spell Cards, game markers, and complete rules. Scheduled to ship in July 2017.



FLAT PLASTIC MINIATURES: SKELETONS HORDE

Arcknight's Flat Plastic Miniatures are affordable, high quality, plastic, transparent standees with unique doublesided art and perfect registration.

Skeletons Horde features 31 skeleton pieces designed to heroic 28mm scale that compose an entire force or horde, including skeletal spearmen, soldiers, archers, mages, captains, champions, birds, and wargs. Scheduled to ship in June 2017.

ARC FSKEL-R\$20.00



CONAN: NORDHEIM EXPANSION

Cross swords with giants and drown the snow-covered plains in the blood of your enemies in Nordheim! With its twentyfour detailed miniatures, double-sided game board, and new hero, Nordheim transports your Conan board game adventures to the mythical north where your heroes will confront the red-haired Vanir of Vanaheim and the yellow-haired Aesir of Asgard in four dramatic scenarios based upon Robert E. Howard's classic Conan tale, "The Frost-Giant's Daughter." Scheduled to ship in June 2017.

ASM CON24\$59.99

ASMODEE EDITIONS



TIME STORIES: **LUMEN FIDEI EXPANSION**

Journey back to 15th Century Spain in Lumen Fidei, the fifth expansion for T.I.M.E Stories. In Lumen Fidei, players must infiltrate a secret meeting of the Christian militant orders - but all is not as it seems. A mysterious stone has drawn the attention of Christians and Moors alike, and the presence of something supernatural may be at work in the darkness. Scheduled to ship in June 2017.

ASM TS06.....\$29.99

ARCKNIGHT

FLAT PLASTIC MINIATURES: ANIMALS AND FAMILIARS

Arcknight's Flat Plastic Miniatures are affordable, high quality, plastic, transparent standees with unique double-sided art and perfect registration. Designed to heroic 28mm scale, Animals and Familiars features a collection of 62 Animals, Summoned Creatures, and Magical Familiars including Pegasus, Chimera, Cats, Snakes, Dogs (Corgi *yip yip!*), Owlbear, Pixies, Eidolon, Hippogryphs, and much more. Scheduled to ship in June 2017.

ARC FAAF-R \$30.00





OH CAPTAIN!

In Oh Captain!, players embark on an adventure of deception and treasure as they take on the role of shipwreck survivors who've been transported to a foreign land by the mythical Nukha. Led by a mysterious message in a bottle, Red, Lys, Moon, Ulrich, Nostromo, and Siana sailed bravely into the heart of a storm that nearly claimed their lives. Now the race is on, as everyone rushes to collect the most valuable treasure while keeping their overbearing Captain in the dark. Scheduled to ship in June 2017.

ASM LUM01.....\$29.99



COMING IN JUNE

AWG AW01SW

ATLAS GAMES

LIGHT ON

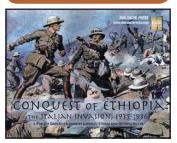


WITCHES OF THE REVOLUTION **DECKBUILDING GAME**

The Revolution Has Arrived! The colonies of the Americas were a haven colonies of the Americas were a haven for the persecuted. But now, those who would have freedom must fight for it! In Witches of the Revolution, a cooperative deck-building board game, players lead covens of witches fighting to see their fledgling nation rise up and achieve freedom from tyranny in Colonial America. Scheduled to skip in Colonial America. Scheduled to ship in June 2017.

ATG 1390

AVALANCHE PRESS



PANZER GRENADIER: CONQUEST OF ETHIOPIA

Without the formality of a declaration of war, in October 1935 Italian armies ot war, in October 1935 Italian armies stormed into Ethiopia from both north and south. Badly outgunned and outnumbered, the Imperial Ethiopian Army resisted for six months before its final collapse. Ethiopian valor meets Italian tanks, aircraft, and poison gas in Conquest of Ethiopia, a stand-alone game of the Italian invasion of Abyssinia 1935-36. Scheduled to ship of Abyssinia, 1935-36. Scheduled to ship in May 2017.

APL 0328\$99.99

BEDROCK GAMES



WANDERING HEROES OF OGRE GATE: **OGRE GATE INN AND THE STRANGE** LAND OF LI FAN

In the strange borderlands of the empire you will find Li Fan, an ancient kingdom of ghosts, lost techniques, and magic. Here, nobles may rule, but powerful Kung Fu masters truly reign supreme. But powerful Rung ru masters truly retign supreme. A sourcebook for Wandering Heroes of Ogre Gate, The Ogre Gate Inn and the Strange Land of Li Fan describes the lands of Li Fan, including key areas like Bone Kingdom and the tomb of the Demon Emperor. In addition to key locations me Demon Emperor. In addition to key locations and politics, the sourcebook also includes a three-chapter adventure set at the infamous Ogre Gate Inn, new monsters, new Kung Fu Techniques, and a complete selection of martial heroes and villains. Scheduled to ship in June 2017.

BED 9003.....\$29.99

BLUE PANTHER



CIRCULAR DICE TRAY - CRANBERRY Scheduled to ship in May 2017.

BPN 2013\$20.00

BUSHIROAD



CARDFIGHT VANGUARD TCG: FIGHTERS COLLECTION 2017 DISPLAY (10)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 403708.....PI



CARDFIGHT VANGUARD TCG: THE BLASTER - AICHI SENDOU -**LEGEND DECK DISPLAY (6)**

Aichi Sendou's The Blaster deck for the Cardfight Vanguard Trading Card Game features Royal Paladin units with all-new abilities that are revealed with their new evolution. This 58-card Legend Deck includes a 50-card, pre-constructed deck and eight G cards, and comes with a special Aichi Sendou deck case, an Aichi Sendou fighter's counter, an Aichi Sendou clan card, two special PR cards (Holy Dragon, Religious Soul Saver/ Reissue), and a playmat. Offered in 6-count displays. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 403678-D



FUTURE CARD BUDDYFIGHT TCG: TRIPLE D CLIMAX DRAGON FIGHTERS BOOSTER PACK DISPLAY (30)

Wield the Ultimate Power with Triple D Climax Dragon Fighters! This 107-card expansion for the Future Card Buddyfight Trading Card Game is introduced in 5-card boosters packed in 30-count displays. Scheduled to ship in March 2017. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 403531 PI



WEISS SCHWARZ TCG: ACCEL WORLD BOOSTER PACK DISPLAY (20)

Burst Link and Soar to Greater Heights! The characters of Accel World have finally logged into the Weiss Schwarz Trading Card Game! This 100-card expansion is introduced in 8-card boosters packed in 20-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 403371PI



WEISS SCHWARZ TCG: ACCEL WORLD TRIAL DECK DISPLAY (6)

Accelerate Toward to the Future! Join Haruyuki and Kuroyukihime and reach the zenith of cyberspace with the Accel World Trial Deck for the Weiss Schwarz Trading Card Game! Offered in 6-count displays, each pre-constructed, 50-card deck comes with a rules sheet, a deck manual, a playbook, and a playmat. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 403364-D



WEISS SCHWARZ TCG: KANCOLLE - FLEET IN THE DEEP SEA SIGHTED **EXTRA BOOSTER DISPLAY (6)**

The deep sea fleet from the popular series KanColle has finally reached the the shores of the Weiss Schwarz Trading Card Game! This Extra Booster is Neo-standard with the Kancolle Trial Deck and Booster Pack, and Kancolle 2nd Fleet - Booster Pack. Also included is a Special Pack that contains a set of five SP cards and a special PR card. This 50-card expansion is offered in 6-card boosters packed in 30-count displays. Scheduled to ship in April 2017. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 402930.....



WEISS SCHWARZ TCG: LOVE LIVE SUNSHINE BOOSTER PACK DISPLAY (20)

Shine bright like the sun with all that you've got! Love Live! Sunshine!! is taking the stage in the Weiss Schwarz Trading Card Game. Reach for your dreams with the members of Agours with these 8-card boosters packed in 20-count displays. Scheduled to ship in March 2017. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 403449......PI



WEISS SCHWARZ TCG: LOVE LIVE SUNSHINE TRIAL DECK DISPLAY (6)

Do you want to shine? Join the cast of Love Live! Sunshine!! with this Trial Deck for the Weiss Schwarz Trading Card Game. Offered in 6-count displays, each 50-card, pre-constructed deck comes with a rule sheet, a deck manual, a playbook, and a playmat. Scheduled to ship in March 2017. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 403432-DPI

CATALYST GAME LABS



SHADOWRUN RPG: TOXIC ALLEY

Dark plots and darker magic frequently converge in the capital of the UCAS, and those forces are revving up again. Toxic Alley launches plotlines for Shadowrun involving toxic mages, shedim, and other dark forces, while building on elements from the Sixth World Tarot and Book of the Lost. Runners will have as much as they can handle keeping up with the chaos filling the back alleys of DeeCee! Scheduled to ship in July 2017. PSI CAT27405\$19.99

CHAOSIUM

TLIGHT ON



CALL OF CTHULHU: THE GRAND GRIMOIRE OF CTHULHU MYTHOS MAGIC HARDCOVER

Here are gathered spells drawn from over thirty years of Call of Cthulhu supplements and scenarios - that's over 550 spells of dire consequences, secrets, and unfathomable power! Each spell has been revised for Call of Cthulhu 7th Edition, including optional Deeper Magic for the most powerful of Mythos sorcerers and monsters, with which to beguile and confound investigators.

Jam-packed with advice and guidance on diverse matters including spell names, elements of spell casting, names, elements of spell casting, magical components, and astronomical considerations, *The Grand Grimoire* of Cthulhu Mythos Magic also covers flawed spells, ley lines, folk magic, and the magic of the Dreamlands. Scheduled to shin in July 2017 to ship in July 2017.

CHA 23141 \$39.95

CHEAPASS GAMES

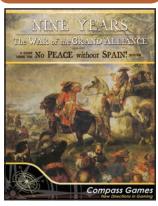


PAIRS: DELUXE EDITION

This Deluxe Edition of Pairs, the New Classic Pub Game, features retro-style art and a rulebook with over 30 original games to play with your *Pairs* deck. Scheduled to ship in July 2017.

PSI CAG241......\$17.00

COMPASS GAMES



NINE YEARS: WAR OF GRAND ALLIANCE 1688-1697

Utilizing the No Peace without Spain system, players in Nine Years: War of the Grand Alliance 1688-1697 can recreate one of the decisive moments in European history, as France begins its long slide to revolution, Austria enjoys its last moment of continental dominance, and Britain asserts itself as the preeminent economic power of Europe.

CPS 1043.....\$69.00

GIM

GIO

COOLMINIORNOT

ARCADIA QUESTScheduled to ship in April 2017.



ANVIL AND VALMA

COL AQ025.....\$17.99



CHAOS DRAGON COL AQ021\$29.99



FIRE DRAGON COL AQ022.....\$29.99



FROST DRAGON COL AQ020.....\$29.99



PET PACK 1 COL AQ027.....\$6.99



PET PACK 2 COL AQ028.....\$6.99



ROSH AND MAMBA COL AQ023.....\$17.99



YONA AND KURUK COL AQ026.....\$17.99



VIOLA AND CRASH COL AQ024.....\$17.99



WHOLE LOTTA LAVA

Is it getting hot in here? The Whole Lotta Lava expansion raises the temperature and offers some hot, new scenarios utilizing Ignos, the Hellcats, and the Fallen Angels for the Arcadia Quest: Inferno campaign. COL AQ029.....\$6.99

TLIGHT ON



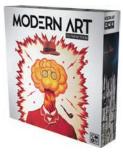
BANANA BANDITS

Go Banana's in *Banana Bandits*! In this fun, fast-paced, tactile game of ape action, players are vying to become the new leader of the Banana Bandits gang, a group of highly-trained, banana-loving, Gorilla Bandits. To do so, players will literally climb their way to the top of a unique, 3D cardboard tower, fighting with and stealing from other hopeful Bandits. Scheduled to ship in July 2017.
COL BAN001\$29.99



GATEWAY UPRISING

In the Great City of Gateway a brutal Inquisition has been initiated by a cruel dictator, Chancellor Gideon. A war hero and prophet of a long-forgotten deity called Daeus, Chancellor Gideon views magic as a sacred gift of the gods, not meant for the hands of mere mortals, and seeks to abolish Magic for everyone but himself! This Inquisition threatens the very foundation of Gateway - a city built on magic. In *Gateway: Uprising*, an area-control deck-builder with a unique board game twist, players take on the roles of competing factions of rebellious wizards attempting to retake their city, one district at a time, from the oppressive Chancellor and his regime. Scheduled to ship in July 2017. COL GUP001\$29.99



MODERN ART

Beauty is in the eye of the beholder, but in the high-stakes world of fine art auctions, there's nothing more beautiful than making a buck. In *Modern Art*, players take on the role of curators, buying and selling paintings for their museum. Scheduled to ship in July 2017.

COL MARO01\$19.99



POTION EXPLOSION: THE FIFTH INGREDIENT

At the Horribilorum Sorcery Academy for Witty Witches and Wizards, we're not afraid of ghosts! Potion Explosion: The Fifth Ingredient introduces a new spooky ingredient: Ghost Ectoplasm! But, don't panic - the new Professors will teach you how to handle it safely and use it to brew powerful new potions! Scheduled to ship in July 2017.

COL PTN002\$29.99

CORVUS BELLI

<u>INFINITY</u>

Scheduled to ship in March 2017.



THE FAT YUAN YUAN

CVB 280015-0654.....\$32.05



HAQQISLAM HASSASSINS GOVADS (HMG)

CVB 280487-0632.....\$10.97



OUTRAGE LIMITED EDITION MANGA AND EXCLUSIVE FIGURE CVB 289301-0001\$21.35



NOMADS MODERATORS FROM RAKUNN

CVB 280584-0633\$29.91



PANOCEANIA TECH BEE AND CRABBOT ANCILLARY **REMOTE UNIT**

CVB 280290-0631\$18.14



TOHAA SUKEUL COMMANDOS (K1 COMBI RIFLE)

CVB 280929-0634.....\$10.97



YU JING STARTER PACK

CVB 280393-0596\$42.75

THE WALKING DEAD (TV): **NO SANCTUARY - THE KILLER** WITHIN EXPANSION

A deadly expansion to The Walking Dead: No Sanctuary, Killer Within gives survivors the keys to the iconic prison featured in season three of AMC's The Walking Dead. Included are even more challenging scenarios, pitting survivors against new armored walkers, crumbling fortifications, a deadly plague, and dangerous new neighbors! Scheduled to ship in July 2017.

CZE 02099.....\$35.00



CZECH GAMES

THROUGH THE AGES: A NEW STORY OF CIVILIZATION

Make History! In Through the Ages: A New Story of Civilation, you begin with a small tribe and the will to build a great civilization. Expand your farms and mines to gain the resources to construct your cities. This lays the groundwork for technological advancements, better governments, and great wonders. Choose wise leaders whose legacy will lead your people to greatness, strengthen your army to protect your borders and to expand your territory, and shape history with your political skill. Scheduled to ship in May 2017.

CGE 00032......\$69.95

CRYPTOZOIC ENTERTAINMENT

IGHT ON



RICK AND MORTY: ANATOMY PARK -THE GAME

Welcome to Anatomy Park! Based on the popular episode of *Rick and Morty*, this hilarious, competitive tile-placing strategy game takes place within the body of Ruben, the homeless department store Santa! In Rick and Morty: Anatomy Park - The Game, you and your fellow players will be designing the Park, vying for the best spots, and shifting internal organs around to suit your needs. Unfortunately, Ruben is not

the most stable host out there, so time (and Ruben) may expire before you know it! Scheduled to ship in July 2017.

CZE 02512.....\$30.00



THE WALKING DEAD (TV): **NO SANCTUARY - WHAT LIES AHEAD EXPANSION**

An exciting expansion to The Walking An exciting expansion to the vicinity Dead: No Sanctuary, What Lies Ahead takes players from the grim streets of Atlanta and its surrounding environs to the rustic and secluded landscapes of the countryside. However, peace will not be found easy. With scenarios that pull from Season Two of the AMC's hit show, The Walking Dead, this expansion features a dangerous search for a missing member of the group, a desperate mission into an overrun school, and other iconic dilemmas that'll put the group's fading hopes to the ultimate test. Featuring new mechanics for stealth, fire, and even flaming walkers, What Lies Ahead adds a variety of new ways to face the horrors of The Walking Dead! Scheduled to ship in July 2017. CZE 02097.....\$35.00

THE WALKING DEAD (TV): **NO SANCTUARY**

Survive Together, or Die Together! How will you cope with the stress of leadership when the Walkers find your ragtag group of survivors? Welcome to the unforgiving world of The Walking Dead: No Sanctuary, a miniatures game of survival and teamwork set in the universe of the hit AMC television series In this fully-cooperative board game, one player takes on the reins of the group's Leader, while the other 'survivors' test his authority and leadership capacity by supporting their decisions - or not. Group Tension and Morale is critical, and if trust falters, a new leader will arise. And teamwork is pivotal, because if one member of your party is lost to the undead masses, everyone loses!



With stunningly detailed miniatures, get ready to play as your favorite characters including Rick Grimes, Glenn Rhee, Andrea Harrison, Merle Dixon, Shane Walsh, Theodore "T-Dog" Douglas, and Daryl Dixon. Scheduled to ship in July 2017.

BASE EDITION (PLASTIC MINIS)

.....\$80.00 SURVIVOR EDITION (CARDBOARD STANDEES) CZE 02070.....\$40.00

CUBICLE 7



CALL OF CTHULHU: WORLD WAR CTHULHU - COVERT ACTIONS

Scheduled to ship in July 2017. PSI CB71972......\$24.99

EDGE INNOVATIONS



BOTTLE FLIP BOARD GAME (2ND EDITION)

It's Flippin' Awesome! Think you have the mad skills to be the bottle flip champion amongst your friends? Now's the time to find out! Earn points and move along the board by completing individual challenges, face-to-face "Flip Offs", group "All Out Flip Outs", or create your own challenges! Scheduled to ship in July 2017.

PSI EIG001\$19.99

END TRANSMISSION GAMES



THE SINGULARITY SYSTEM: MIND GAMES

This module for The Singularity System features rules for psionic powers, including 50 unique Psionic Talents, plus new Skills, Perks, and Weaknesses to enhance your Singularity campaign, as well as psionicpowered weapons, items, and implants. Scheduled to ship in June 2017.

ETG 50200\$14.99

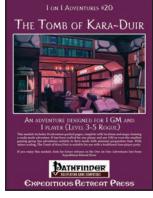
33

EXPEDITIOUS RETREAT PRESS



PATHFINDER: 1-ON-1 **ADVENTURES #19 -ADVENTURER'S GUILD LOCAL #409**

Hoping to raise their profile in the community and recruit new members, the Fraternal Order of Adventurers Local #409 has announced a contest. Can you win and gain free Guild Membership? Adventurer's Guild Local #409 is a Pathfinder-compatible adventure designed for a GM and a single player (any 1st Level character). IMP XRP6019.....\$16.00



PATHFINDER: 1-ON-1 ADVENTURES #20 - THE TOMB OF KARA-DUIR

The tomb of Kara-Duir has finally been located! Now, it falls upon a lone adventurer to enter the tomb and retrieve the lost relic the moon staff of Danu de Tuatha. But, the ancient tomb isn't living up to expectations spoken in tavern tales, and worse yet, the staff has been broken into three parts, with assembly required! Some days it just doesn't seem to pay to rob tombs. The Tomb of Kara-Duir is a Pathfinder-compatible adventure designed for a GM and a single player (3-5 Level Rogue). IMP XRP6020.....\$16.00





DRAGON SHIELDS (100) Scheduled to ship in April 2017.

MATTE ORANGE FFG DSH112 \$10.99 MATTE YELLOW FFG DSH113.....\$10.99



ELDRITCH HORROR: CITIES IN RUIN EXPANSION

Violent earthquakes contort cities to unrecognizable ruin, unrelenting typhoons eradicate coastlines, and deep below the the Earth something ancient stirs. Shudde M'ell, The Cataclysm from Below, approaches with destruction and ruin as his heralds! The seventh expansion for Eldritch Horror, Cities in Ruin sees four new investigators take up the fight against the Ancient One Shudde M'ell, a being so powerful its mere dreams bring cities to ruin! Scheduled to ship in June 2017.



A GAME OF THRONES: THE IRON THRONE -THE WARS TO COME EXPANSION

Based on HBO's hit television series Game of Thrones, The Wars to Come expansion for Game of Thrones: The Iron Throne features everything you need to expand your games to seven players. Houses Greyjoy and Martell arrive hungry for power, and the expansion's new leaders and House cards are accompanied by a deck of twenty-five iconic allies. Their abilities - along with those of your leaders and House cards - ensure you'll not only find yourself confronted by more Houses, but by more of the chaos created by war and your opponent's unpredictable talents. Scheduled to ship in June 2017.

FFG HBO16.....\$29.95



A GAME OF THRONES LCG: 2ND EDITION - 2016 WORLD **CHAMPIONSHIP JOUST DECK**

Newly redesigned with gorgeous, full-bleed art, this deck is a card-for-card recreation of the Lannister Banner of the Wolf deck that Joe Mirando piloted to victory on the tourney ground of the 2016 A Game of Thrones: The Card Game World Championships. Scheduled to ship in June 2017.

FFG CHP05\$14.95



A GAME OF THRONES LCG: 2ND **EDITION - THE FALL OF ASTAPOR** CHAPTER PACK

Bloody plots consume the Seven Kingdoms as Daenerys Targaryen liberates Astapor in the manner of Old Valyria - with fire and blood! The third Chapter Pack in the Blood and Gold Cycle for A Game of Thrones: The Card Game, The Fall of Astapor continues the saga of A Song of Ice and Fire into A Storm of Swords. Within this expansion pack, you'll find more cards focusing on the new 'bestow' keyword, powerful new economy, and the subtly growing influence of House Frey, as well as iconic characters including Grey Worm, The Twins, and Theon Greyjoy. Scheduled to ship in June 2017.

FFG GT18\$14.95

FANTASY FLIGHT GAMES



ANDROID NETRUNNER LCG: **2016 WORLD CHAMPIONSHIP CORP DECK**

The 2016 Android: Netrunner World The 2016 Android: Netrunner vvoia Champion Corp Deck is a recreation of the deck piloted by Chris Dyer to a first place finish at the 2016 Netrunner World Championship last November. The deck features extended full-bleed art for every card as well as new visuals for NBN Identity Controlling the Message. Scheduled to ship in June 2017.

FFG CHP03\$14.95



ANDROID NETRUNNER LCG: 2016 WORLD CHAMPIONSHIP **RUNNER DECK**

The 2016 Android: Netrunner World Champion Runner Deck is a recreation of the deck piloted by Chris Dyer to a First place finish at the 2016 Netrunner World Championship last November. The deck includes extended full-bleed art for every card featured. Scheduled to ship in June 2017.

FFG CHP04\$14.95

ARKHAM HORROR LCG: WHERE DOOM AWAITS MYTHOS PACK

Ritual magic pulses through the air! The world is ripping apart! Your time is running out! In Where Doom Awaits, the fifth Mythos Pack in The Dunwich Legacy Cycle for Arkham Horror: The Card Game, a new scenario dizzies your investigators as magic courses through woods that are rapidly changing. Clearings are strewn with blood and bodies, the ground ripped open, revealing chasms through the dimensions and other worlds elsewhere in the void. Scheduled to ship in June 2017.





FEATURED ITEM



RUNEWARS: THE MINIATURES GAME -ANKAUR MARO EXPANSION PACK

Seek ultimate power with the *Ankaur Maro Expansion Pack* for the Runewars Miniatures Game, featuring two different and dynamic sculpts for Ankaur Maro (one cavalry and one infantry) for inclusion in your Waiqar the Undying army, plus six new upgrade cards to further bolster your forces. Scheduled to ship in June 2017.

FFG RWM11\$24.95



RUNEWARS: THE MINIATURES GAME - CARRION LANCERS EXPANSION PACK

Crush your enemies with the *Carrion Lancers Expansion Pack* for the *Runewars Miniatures Game*, featuring two Carrion Lancer Plastic Figures to expand your legions of the undead, as well as eight new upgrade cards to improve your armies. Scheduled to ship in June 2017.

FFG RWM09\$34.95



RUNEWARS: THE MINIATURES GAME -LORD HAWTHORNE EXPANSION PACK

Lead your Daqan forces to glorious victory with the Lord Hawthorne Expansion Pack for Runewars Miniatures Game, featuring two different sculpts for Lord Hawthorne (one mounted and one on foot), plus six new upgrade cards, four of which will improve any army and two that are exclusive to Lord Hawthorne. Scheduled to ship in June 2017.

FFG RWM06\$24.95



RUNEWARS: THE MINIATURES GAME - REANIMATES EXPANSION PACK

Expand your ranks of the undead with the Reanimates Expansion Pack for the Runewars Miniatures Game, featuring eight Reanimate plastic figures in four different sculpts for use with the forces of Waiqar, as well as five upgrade cards to customize your forces. Scheduled to ship in June 2017. FFG RWM12\$24.95



RUNEWARS: THE MINIATURES GAME -RUNE GOLEMS EXPANSION PACK

Crush your enemies with the *Rune Golems Expansion Pack* for *Runewars Miniatures Game*, featuring two Rune Golem figures for use with Daqan forces, as well as eight upgrade cards to add to any number of your forces. Scheduled to ship in June 2017.

FFG RWM04\$34.95



RUNEWARS: THE MINIATURES GAME - SPEARMEN EXPANSION PACK

Stand your ground against the enemies of Daqan with the Spearmen Expansion Pack for the Runewars Miniatures Game, featuring eight Spearmen plastic figures and two plastic infantry movement trays, plus five additional upgrade cards for any army. Scheduled to ship in June 2017. FFG RWM07\$24.95



STAR WARS ARMADA: HAMMERHEAD CORVETTE **EXPANSION PACK**

Brace for impact with the Hammerhead Corvette Expansion Pack for Star Wars: Armada! Named for its distinctive silhouette, the Hammerhead Corvette is officially classed as a transport, but features combat-worthy engines, hull, and armament. Often fielded in groups by the Rebellion, Hammerheads lend themselves to formation tactics with their agility and responsiveness. The Hammerhead Corvette Expansion Pack contains two pre-painted Hammerhead miniatures supported by two ship cards, as well as a supported by two simp cards, as well as a full complement of fourteen upgrade cards heavily focused on close-range combat. Scheduled to ship in June 2017.

FFG SWM27\$39.95



STAR WARS RPG: AGE OF **REBELLION - FULLY OPERATIONAL HARDCOVER**

A sourcebook for Engineers in the Star Wars: Age of Rebellion Roleplaying Game, Fully Operational introduces three new specialization talent trees and new races to populate your campaigns, and includes detailed rules for vehicle and starship construction as well as sample campaigns that emphasize the role Engineers play in the Galactic Civil War. A livery of new ships and vehicles also awaits you, ready to be included in your Age of Rebellion campaign. Scheduled to ship in June 2017.

FFG SWA47\$29.95



STAR WARS ARMADA: IMPERIAL **LIGHT CARRIER EXPANSION PACK**

A mobile starfighter base frequently used as a garrison vessel, the Imperial light carrier bristles with laser turrets that allow it to defend itself while its fighter craft are away on crucial missions. The Imperial Light Carrier Expansion Pack introduces one pre-painted Quasar Fire-class cruisercarrier miniature to your games of Star Wars: Armada. It comes supported by two ship cards and a total of ten upgrades, including a dual-slotted Weapons Team / Offensive Retrofit upgrade that allows you to disrupt your opponent's ships with the game's first boarding action! Scheduled to ship in June 2017.

FFG SWM26\$29.95



STAR WARS RPG: EDGE OF THE **EMPIRE SPECIALIZATION DECKS**

Each deck comes with cards that make it easy for players to access the rules for all the different talents associated with one of the Bounty Hunter-focused specializations signature abilities from the No Disintegrations sourcebook for Star Wars: Force and Destiny. Scheduled to ship in March 2017.

BOUNTY HUNTER SIGNATURE ABILITIES	
FFG USWE62 PI	
MARTIAL ARTIST	
FFG USWE60 PI	
OPERATOR	
FFG USWE61 PI	
SKIP TRACER	
FFG USWE59PI	

FERTI



EN GARDE

Experience the thrill of fencing - board game-style - with En Garde! In this two-player game, tactics, skill, and a little bit of luck will determine the best fencer. Cards fly back and forth as the fencers attack, and parry-riposte. Who will be bold enough to attack

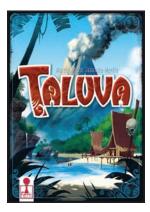
first? Is it possible to win with that initial attack or has your opponent beguiled you into an attack while waiting to mount a parry-riposte? Scheduled to ship in April 2017.

FRD 101248......\$49.99

TALUVA

In Taluva, players attempt to successfully settle a South Sea island slowly emerging from the ocean waters as volcano after volcano erupts. Scheduled to ship in April 2017.

FRD 101463.....\$59.99



FASA GAMES



FADING SUNS: NOBLE ARMADA

It is the beginning of the 51 st Century. In the wake of the Emperor Wars and Alexius' ascension to the Phoenix Throne, the noble houses find themselves scrambling to maintain their existing power and increase it in the face of a strong empire. Fighting with each other in a shadow conflict, they battle for resources, fiefs, and pride while trying to avoid interdiction from the Imperial fleet. In the idleness of peace, young nobles beginning their careers take small fleets to capture ships from their rivals and build their own legends. Farther out in the dark, fleets patrol their systems to defend against pirates and raiders from other noble houses. At the edges of the Empire the Kurgan Caliphate, Vuldrok Raiders, Symbiots, and Vau all test the mettle of the fleets of the Phoenix Empire and its Royal Houses. Drawing on the deep background of the Fading Suns universe to provide a backdrop for exciting fleet engagements, Noble Armada is a

tactical, miniatures-based, space fleet battle game designed to deliver an experience that balances deep tactics with cinematic action. Scheduled to ship in June 2017.

FIRELOCK GAMES

BLOOD & PLUNDER

Scheduled to ship in June 2017

BLOOD & PLUNDER RULEBOOK

Brandish your cutlass and musket and prepare for swashbuckling adventure on the Spanish Main in *Blood & Plunder!* Whether you're marching your pirate army across the Isthmus of Panama as legendary pirate Henry Morgan or terrorizing the Jamaican coasts as the infamous Captain Rivero, Blood & Plunder allows you to join legendary sea rovers in the 17th Century as they struggle for national dominance and personal profit in the Caribbean. The *Blood* & *Plunder Rulebook* introduces an innovative, carringer with the control of the co details various factions of the Spanish, English, and French nationalities, as well as ships and

boats such as Light Frigates, Brigantines, Sloops, and Longboats.





BRIGANTINE SHIP (RESIN) FGD 0016.....PI



ENGLISH ACTION DECK

FGD 0004......PI



ENGLISH DICE

FGD 0009.....PI



ENGLISH NATIONALITY SET

FGD 0012......PI



ENGLISH ENGLISH COMMANDER

FGD 0028.....PI



ENGLISH SEA DOGS UNIT

FGD 0029.....PI



ENGLISH ENGLISH MILITIA UNIT

FGD 0032.....



FRENCH ACTION DECK

FGD 0003.....PI



ENGLISH FORLORN HOPE UNIT (BUCCANEER STORMING PARTY)

FGD 0031PI



FRENCH BOUCANIERS UNIT

FGD 0042......PI



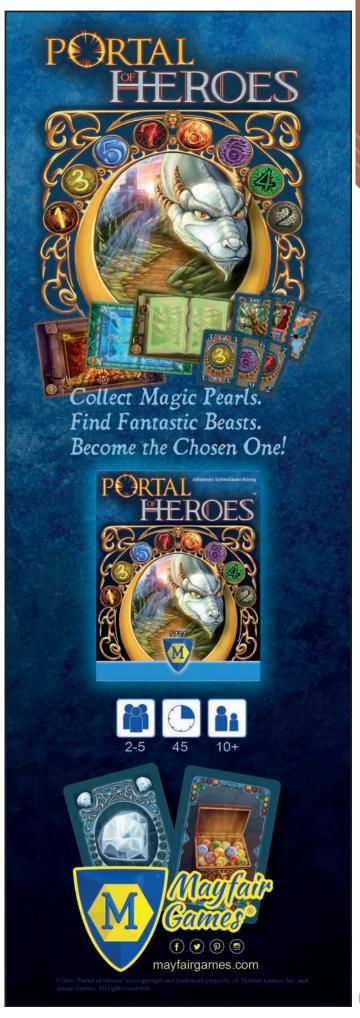
ENGLISH FREEBOOTERS UNIT

FGD 0030 PI



FRENCH DICE

FGD 0008.....PI







FRENCH FLIBUSTIERS UNIT

FRENCH FRENCH

BUCCANEER COMMANDER FGD 0038 PI

FRENCH LES ENFANTS PERDUS

(BUCCANEER STORMING PARTY)

FGD 0040......PI



FGD 0041PI FGD 0014PI



FRIGATE SHIP (RESIN)

FGD 0017.....PI





LEGENDARY FIGURES FRANCOIS LOLONNAIS





LEGENDARY FIGURES HENRY MORGAN FGD 0026.....



FGD 0039.....PI

FRENCH MILICE DES CARABES UNIT FGD 0043.....PI

FRENCH MARINS UNIT



LEGENDARY FIGURES MANUEL RIVERO DE PARDAL FGD 0027 PI





LONGBOAT SHIP

FGD 0018.....PI





MARKER DICE SET

FGD 0007......PI



MEDIUM CANNONS

FGD 0023.....PI



SHIP ACCESSORIES

FGD 0022.....PI



SLOOP SHIP (RESIN)

FGD 0015......PI



SPANISH ACTION DECK

FGD 0005.....PI



SPANISH DICE

FGD 0010.....PI



SPANISH LANCEROS UNIT

FGD 0037.....PI



SPANISH MARINEROS UNIT FGD 0036.....PI

SPANISH MILICIANOS INDIOS UNIT

FGD 0035......PI



SPANISH MILICIANOS UNIT

FGD 0034.....PI



SPANISH NATIONALITY SET FGD 0013.....PI



SPANISH COMMANDER FGD 0033.....PI



SWIVEL GUNS

FGD 0021PI



UNALIGNED ACTION DECK FGD 0002.....PI

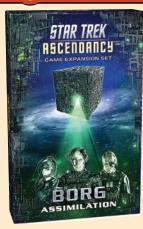


UNALIGNED DICE



UNALIGNED NATIONALITY SET FGD 0044......PI

GALE FORCE NINE



STAR TREK ASCENDANCY: **BORG ASSIMILATION EXPANSION SET**

Confront the Borg! Defeat the Collective! Explore the Galactic Edge! Prepare to be assimilated with Edge! Prepare to be assimilated with the Borg Assimilation expansion set for Star Trek: Ascendancy! Face off against the Borg threat as you discover Borg Cubes, Worlds, and Technology among the stars! While Borg Command cards direct Borg Cubes towards their next target with machine-like precision, mass your fleets and sieze Borg technology from defeated Cubes. Scheduled to ship in GF9 ST006.....PI

<u>TANKS</u>

Scheduled to ship in July 2017.

GAME MAT 36" X 36"

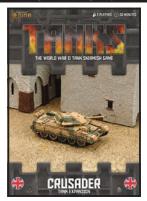
GF9 TANK\$50.....\$28.60

US M3A1 SHERMAN

GF9 TANKS47.....\$9.99

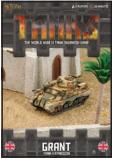
US STUART

GF9 TANK\$46.....\$9.99



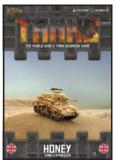
O/A BRITISH CRUSADER

GF9 TANK\$39.....\$9.99

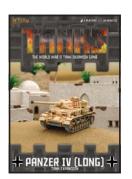


O/A BRITISH GRANT

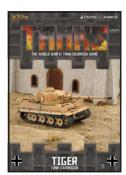
GF9 TANKS38.....\$9.99



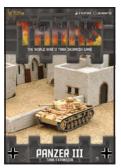
O/A BRITISH HONEY STUART GF9 TANKS40.....\$9.99



O/A GERMAN PANZER IV 7.5CM



O/A GERMAN TIGER I (EARLY) GF9 TANKS35.....\$9.99



O/A MECHANICS KIT HOBBY TOOLS GF9 TANK\$33.....\$20.00

GAMES & GEARS



BATTLEMAT DESERT

Scheduled to ship in April 2017. 4' X 4' GNG 00008-NEW\$60.00 6' X 6' GNG 00007-NEW\$80.00

GAMES WORKSHOP

BLOOD BOWL



OGRE

GAW 200-23\$18.00



THE REIKLAND REAVERS **BLOOD BOWL TEAM**

GAW 200-13\$35.00

WARHAMMER 40K

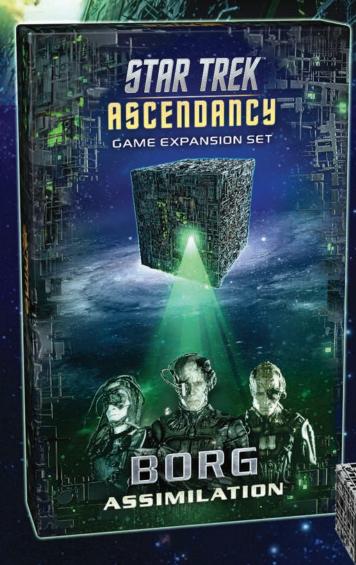


DEATHWATCH UPGRADES

GAW 39-15.....\$12.50

STAR TREK ASCENDANCY

GAME EXPANSION SET



RESISTANCE IS FUTILE... PREPARE TO BE ASSIMILATED.

In the far reaches of the Galaxy, the Borg have been discovered. They relentlessly seek out developed worlds, with powerful weaponry and advanced shields. The technologically superior Borg will let nothing stop their assimilation of all known civilizations into their collective.

Will you be able to slow their advance?
Will you be able to rise to victory before being absorbed into the Borg Collective?

NEW WAYS TO PLAY

Adding the Borg to your games of **Star Trek: Ascendancy** allows you to play with 1 or 2 players, facing off against the Borg threat!

PLACE YOUR ORDERS FOR THE NEW EXPANSION!



5UMMER 2017

BORG ASSIMILATION

DEFEAT THE COLLECTIVE

Mass your Fleets and seize Borg technology from defeated Cubes. Can you claim victory before you are assimilated?



EXPLORE THE GALACTIC EDGE

Discover Borg Cubes, Borg Worlds, & Borg Technology among the stars!



BORG TURN

CONFRONT THE BORG

With machine-like precision, Borg Command Cards direct Borg Cubes towards their next target.





GATHERING STORM - RISE OF THE PRIMARCH HARDCOVER

GAW 40-23-60 \$50.00



GATHERING STORM -TRIUMVIRATE OF THE PRIMARCH GAW GS-03.....\$90.00



GENESTEALER CULTS UPGRADES GAW 51-55\$12.50



SPACE MARINES HORUS HERESY -ADEPTUS CUSTODES CUSTODIAN GUARD

.....\$60.00



SPACE MARINES HORUS HERESY -ADEPTUS TELEPATHICA SISTERS OF SILENCE

GAW 01-08\$40.00



SPACE MARINES HORUS HERESY -MARK III SPACE MARINES

GAW 01-05\$50.00



SPACE MARINES HORUS HERESY -TALONS OF THE EMPEROR BOX SET

GAW TE-60.....\$160.00



SPACE MARINES HORUS HERESY -TARTAROS TERMINATORS

GAW 01-06-NEW.....\$60.00

WARHAMMER



AGE OF SIGMAR STORMCAST ETERNALS VANGUARD-RAPTORS

GAW 96-30\$35.00

GIGAMIC

HELLAPAGOS

After your boat was shipwrecked, your group of castaways has found themselves on a deserted island where water and food are scarce. The only way to escape this 'Hellapagos' is to work together to build a raft - but, time is short as a hurricane is coming which threatens to wipe you out! Team-up to catch fish, collect water, gather firewood, or search the shipwreck - but, be prepared to sacrifice your companions in case of a shortage! You have to be as treacherous as you are diplomatic to secure a place on the escape raft! Scheduled to ship in July 2017. PSI GFXH......\$19.99

KATAMINO FAMILY

Katamino is a puzzle game with both 2D and 3D challenges of progressive difficulty for two players. With over 500 challenges, you'll always have another puzzle to solve. Scheduled to ship in July 2017.

GREATER THAN GAMES



BOTTOM OF THE NINTH: CLUBHOUSE

The Clubhouse Expansion for Bottom of the 9th builds on both the winning gameplay and theme of the original game by adding a ton of new players, extensive tournament rules, and additional managers and support staff, and introducing brand-new Equipment cards into the mix. Each team now has a budget to spend on Tools like bats, balls, and pine tar, as well as Gear like jerseys, rally caps, and more. You can even upgrade your clubhouse to benefit every player in your lineup! Cards featuring the new 'Shift' ability and token-driven powers increase the incredible number of combinations possible while making your winning lineup. Scheduled to ship in July 2017. GTG BOT9-CLUB\$19.95

ILIGHT ON



CULTISTS OF CTHULHU

Something unspeakable stirs at the Miskatonic University... It's a dark and stormy night. A lightning bolt has shattered the Elder Sign over the entrance to Miskatonic University's library, leaving open the path for unspeakable eldritch horrors to encroach upon our world. Are you an Academic, investigating these strange happenings and trying to preserve your nappenings and trying to preserve your school, yourself, and your sanity? Or are you the Cultist, secretly plotting the downfall of your so-called "friends"? Cultists of Cthulhu is a game of mystery and intrigue, action and adventure, teamwork...and betrayal! Scheduled to ship in May 2017.

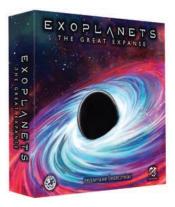
GTG SXP-003......\$59.99



EXOPLANETS

EXOPLANETS

Space - a place of extraordinary phenomena, interdependencies that have phenomena interception and mechanisms which have not yet been fully identified. Exoplanets is a dynamic game for 2-4 players, wherein each player contributes to the creation of an entire planetary system. Each player's role in *Exoplanets* is to expand the system by adding new planets, creating and evolving life forms, and fulfilling various tasks. Scheduled to ship in May 2017. GTG EXOP-CORE\$39.95



EXOPLANETS: THE GREAT EXPANSE EXPANSION

Space is vast, its ever-increasing breadth mindboggling. You never realized just how vast it could be until you and your kind set out among the stars to terraform new worlds and bring life to desolate worlds. You found the perfect system to create and evolve, but just beyond its reaches lies a Great Expanse, with mysteries and riches untold. An expansion for *Exoplanets*, *The Great* Expanse brings the wonders and mystery of Gravity, strange Stars, and Deep Space, with 16 new Space Tiles and even bits to add a fifth explorer to your games of space exploration. Scheduled to ship in May 2017. GTG EXOP-GEXP......\$19.95

FATE OF THE ELDER GODS: BEASTS FROM BEYOND EXPANSION

In the twisted growth on the outskirts of Arkham to the darkened angles in the very corners of withered homes lies a vast menagerie of evil waiting to be summoned! With The Beasts from Beyond expansion for Fate of the Elder Gods, your cult will use new spells to make some of the most classic creatures from Lovecraftian lore do your bidding. Your cult will have a chance to bring forth the mysterious Mi-Go, the Dark Young, Deep Ones, Byakhees, Goat Spawn, Haunter in the Dark, a Hound of Tindalos, or

even the terrifying, but unpredictable Shoggoth. Players can also summon four new Elder Gods - Shub-Niggurath, Ghatanothoa, Dagon, and Yig. Scheduled to ship in August 2017. GTG FOEG-BFBY \$39.95





LAZER RYDERZ

In the deepest pockets of space, there exist Power Prizms, leftover artifacts from intergalactic beings of a bygone era. Activating three prizms allows Ryderz to charge up and pass through to new destinations in the galaxy. The portal only allows one Ryder to pass through before moving on to a new location, so speed is essential to meet your goal lest you be left in the space dust. But, the faster you go, the harder it is to turn, and if you run into another player's lazer, you'll crash! Who will continue on their quest, and who will be left behind in *Lazer Ryderz*, The Totally Rad, Full-Throttle Tabletop Racing Game! Scheduled to ship in June 2017.

GTG LAZR-CORE\$39.95



SENTINELS OF THE MULTIVERSE: 5TH ANNIVERSARY FOIL VILLAIN COLLECTION

The 5th Anniversary Foil Villain Collection is a box full of Sentinels of the Multiverse villain character cards, including several variants, all in foil and with new art! Scheduled to ship in June 2017. GTG SOTM-5FVC.....



SENTINELS OF THE MULTIVERSE: BENCHMARK

Scheduled to ship in June 2017. GTG SOTM-BNCH.....\$4.95



COMPLETE HERO VARIANT COLLECTION

Featuring amazing, new alternate art by Adam Rebottaro, the Complete Hero Variant Collection contains EVERY hero variant card ever created for Sentinels of the Multiverse. Scheduled to ship in June 2017.

GTG SOTM-VARC.....\$19.95



SENTINELS OF THE MULTIVERSE: STUNTMAN

Scheduled to ship in June 2017. GTG SOTM-STNT\$4.95



SENTINELS OF THE MULTIVERSE: **ULTIMATE COLLECTOR'S CASE**

Now you can hold the entire Multiverse in a single storage case! Featuring interior trays for tokens and rulebooks, and drawers for oversized cards, hero character cards and variants, villain decks, and hero decks, the Sentinels of the Multiverse Ultimate Collector's Case comes packed with a promo card, a token sheet, and storage dividers. Scheduled to ship in June 2017

GTG SOTM-CASE



SENTINELS OF THE MULTIVERSE: VOID GUARD

Void Guard features a box set of four Sentinels of the Multiverse heroes (Doctor Medico, Mainstay, The Idealist, and Writhe), complete with character cards and decks. Scheduled to ship in June 2017. GTG SOTM-VOID\$19.95





SPIRIT ISLAND

In the most distant reaches of the world, magic still exists, embodied by spirits of the land, of the sky, and of every natural thing. As the great powers of Europe stretch their colonial empires further and further, they will inevitably lay claim to a place where spirits still hold power - and when they do, the land itself will fight back alongside the islanders who live there! Spirit Island is a complex and thematic cooperative board game where players portray different spirits of the land, each with its own unique elemental powers, forced to defend their island home from colonizing Invaders spreading blight and destruction. Work with your fellow spirits and the native islanders to increase your power and drive the

invading colonists from your island in this strategic area-control game. Scheduled to ship in May 2017.

SPIRIT ISLAND: BRANCH AND CLAW EXPANSION

The Branch and Claw Expansion for Spirit Island features two new Spirits (Sharp Fangs Behind the Leaves and Keeper of the Forbidden Wilds) and a new Adversary (France), and introduces Events to the Invader Phase, as well as new Fear cards, Blight cards, and Scenarios that add further variation to game play. Scheduled to ship in May 2017.



\$29.95

HAWK WARGAMES

DROPFLEET COMMANDER



CLASS CLASS CLOUDFLIERS (6)
HWG HDF24002......\$30.00



NICKAR CLASS HUNTER-KILER (6) HWG HDF22002.....\$30.00



ECHO CLASS CORVETTE (6) HWG HDF23002.....\$30.00



SANTIAGO CLASS CORVETTE (6) HWG HDF21002.....\$30.00

HIT POINT SALES



POLYHERO WARRIOR SETS

Each set of dice are packaged in a hard plastic case that can hold up to 90 sleeved cards. 7 Piece Dice Set includes: 1 D20 Shield, 1 D12 Helmet, 2 D10 Gauntlets, 1 D8 Mace, 1 D6 Sword, 1 D4 Dagger Scheduled to ship in March 2017.

\$25.00
\$25.00
\$25.00
\$25.00

IDW GAMES



KING OF THE CREEPIES

In King of the Creepies, players are combatants who must fight to earn Victory Crystals. Smash your foes with powerful attacks! Subvert them with sneaky tricks! Make others fight for you with bribes they just can't refuse! Spend your winnings on Gear and Abilities to help you become the ultimate warrior. Gamble, Fight, and Bribe your way to claim the title of King of the Creepies!

IDW 01296.....\$39.99

JASCO



PIXEL TACTICS: BASS ORANGE BOX

Get in line to defeat your enemies with Bass! This Leader Box expansion for Pixel Tactics features characters from the Mega Man videogame, including Robot Masters from classic Mega Man 4 through 6. Scheduled to ship in May 2017.

JAS MMPT03.....\$19.99



PIXEL TACTICS: MEGA MAN BLUE BOX

Use the powers of your Rival's defeated Heroes against them with Mega Man! This Leader Box expansion for Pixel Tactics features characters from the Mega Man videogame series, including Robot Masters from classic Mega Man 1 through 3. Scheduled to ship in May 2017.

JAS MMPT01.....\$19.99



PIXEL TACTICS: PROTO MAN RED BOX

Pick up heroes to save and recruit them when it's most beneficial with *Proto Man!* This Leader Box expansion for *Pixel Tactics* features characters from the *Mega Man* series, including Robot Masters from classic *Mega Man* 4 through 6. Scheduled to ship in May 2017.

JAS MMPT02......\$19.99

KIDS TABLE BOARDGAMES

PROBLEM PICNIC: ATTACK OF THE ANTS

It's a perfect day for a picnic! The park fills with families, spreading their blankets, and setting out colourful plates loaded with delicious treats. But, there's never been a picnic without uninvited guests...ANTS! In *Problem Picnic: Attack of the Ants*, a dice-rolling dexterity game, players are competing ant colonies trying to steal the tastiest morsels from the plates on the picnic blankets. Scheduled to ship in June 2017.

KTG 2001\$28.00



KONAMI DIGITAL ENTERTAINMENT



YU-GI-OH! TCG: PENDULUM EVOLUTION **BOOSTER DISPLAY (24)**

Magicians with the might of dragons! Sorcerers that defy the laws of nature! Witness the magnificent and mystifying results of Pendulum Summoning's final evolution! Following in the wake of Maximum Crisis, Pendulum Evolution features powerful new Pendulum Monsters that can either stand on their own or in the service of that dreaded dragon, the Dominator of Dimensions itself, Supreme King Z-ARC! This all-foil expansion set for the Yu-Gi-Oh! Trading Card Game is offered in 5-card boosters packed in 24-count displays. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.







Scheduled to ship in April 2017.

LGN BOX069PI

LGN MAT069PI

LGN PLM069......PI

DRAGONHIDE HOARD PLUS DECK BOX

CASSETTE

DECK BOX

PLAYMAT

SLEEVES (50)

Scheduled to ship in April 2017. **BLACK** LGN EDHP01.....PI BLUE LGN EDHP02.....PI PINK LGN EDHP04.....PI LGN EDHP03.....PI



DRAGONHIDE HOARD **V2 DECK BOX**

Scheduled to ship in April 2017. BLACK LGN EDH201 PI BLUE LGN EDH202PI PINK LGN EDH204PI LGN EDH203PI



LGN PLM066.......PI

Scheduled to ship in March 2017.

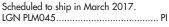
ASCENSION 2 ROW COLLECTION BOX

1-UP PLAYMAT

Cardboard 2-row game box that contains 8 dividers, 1 Valley Guardian promo card, and 250 Ascension card sleeves. Scheduled to ship in March 2017. LGN ASC007PI



BAD BEETS PLAYMAT





DRAGONHIDE VAULT V2 DECK BOX

Scheduled to ship in April 2017. BLACK LGN EDV201 PI BLUE LGN EDV202 PI PINK LGN EDV204PI LGN EDV203 PI



RAINBOW STAR PLAYMAT

Scheduled to ship in March 2017. LGN PLM043......PI



RUBBER DUCKY PLAYMAT

Scheduled to ship in March 2017. LGN PLM048......PI



SHARK PLAYMAT

Scheduled to ship in March 2017. LGN PLM047......PI



SHAME

Scheduled to ship in April 2017. DECK BOX LGN BOX070 PI PLAYMAT LGN PLM070......PI SLEEVES (50) LGN MAT070 PI



STAND BY

Scheduled to ship in April 2017. **DECK BOX** LGN BOX068 PI PLAYMAT LGN PLM068......PI SLEEVES (50) LGN MAT068 PI



STAR REALMS SLEEVES (60)

Scheduled to ship in March 2017. LGN STR985 PI



SWORD IN THE DARKNESS PLAYMAT

Scheduled to ship in March 2017. LGN PLM044.....PI

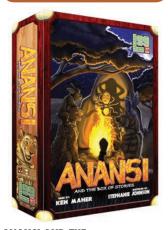


XW-BINDER

Vinyl binder with specially sized pockets compatible with X-Wing and similarly sized cards. Holds up to 36 large and 216 mini cards. Features a secure elastic band to hold the binder closed! Scheduled to ship in April 2017.

BLACK	
GN XWBNDB	PΙ
WHITE	
GN XWBNDW	PΙ

LEVEL 99 GAMES



ANANSI AND THE BOX OF STORIES

Once, all the stories belonged to someone else, but now they belong to Anansi, the Trickster (which is a story unto itself!). Everyone knows that the best stories happen when you play someone else for the fool. But sometimes, even the best of tricks can backfire, and who plays the fool then? In Anansi and the Box of Stories, players take on the roles of archetypal animals in a trick-taking game where you can use your animal cunning and abilities to turn the tricks in your favor.

IMP L99ANBOS\$25.00

GI

LONE SHARK GAMES



THE MAZE OF GAMES: **2ND EDITION**

Authored by Mike Selinker with illustrations by Peter Venters, The Maze of Games is a full-length, interactive novel filled with dozens of puzzles and a deeply engaging story, all woven together in a "solve your own adventure" style which will keep you jumping from page to page. Set in England in 1897, The Maze of Games follows teenagers Colleen and Samuel Quaice during a visit to the Upper Wolverhampton Library, where they discover a musty book called "The Maze of Games". This summons a mysterious skeletal guardian named the Gatekeeper, who plunges them into a series of dangerous mazes rife with monsters and bizarre puzzles. Only by solving their way through the mazes will the Quaice children find

their way home. Scheduled to ship in March 2017. LSG 30403.....\$49.95



THE MAZE OF GAMES: THESEUS GUIDE TO THE FINAL MAZE

The Theseus Guide to the Final Maze is a 15page companion offering hints to guide readers of The Maze of Games to the final answer. Scheduled to ship in March 2017. LSG 30405.....\$14.95

LOONEY LABS

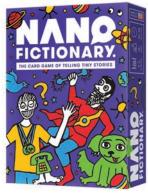




DRINKING FLUXX

Looney Labs' Fluxx turns 21 and they're celebrating with *Drinking*Fluxx! With rules that are always changing, *Drinking Fluxx* will keep you on your toes and shake up any adult party.

LOO 421 \$25.00



NANOFICTIONARY

Where are we? Who's there? What's going on? And how's it all going to end? In Nanofictionary, the card game of telling tiny stories, players combine Settings, Characters, Problems, and Resolutions to create a fun narrative. LOO 079\$16.00

MANTIC ENTERTAINMENT







GOBLIN ARMY SET MGE MGKWG106\$84.99



GOBLIN MEGA FORCE SET MGE MGKWG107\$149.99



LEVIATHAN'S BANE SET (3) MGE MGKWR403.....\$24.99



NAIAD CENTURION ENVOY MGE MGKWR203.....\$12.99



NAIAD WYRMRIDER CENTURION MGE MGKWR204.....\$29.99



OGRE ARMY SET MGE MGKWH107\$84.99



OGRE MEGA FORCE SET MGE MGKWH108\$149.99



WATER ELEMENTAL REGIMENT MGE MGKWR402.....\$34.99

THE WALKING DEAD: **ALL OUT WAR**

Scheduled to ship in March 2017.



ALL OUT WAR DALE'S RV MGE MGWD301.....\$24.99



EENY, MEENY, MINY MOE SET MGE MGWD108.....\$24.99

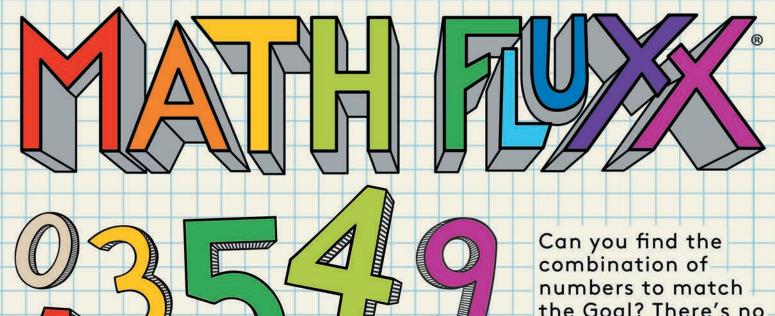


EQUIPMENT BOOSTER CARD DECK MGE MGWD122.....\$17.99



SURVIVOR PREMIUM **ACCESSORY SET**

MGE MGWD208.....\$9.99



Can you find the combination of numbers to match the Goal? There's no need to feel divided about it: add Math Fluxx to your game collection right away and multiply your fun!





Everything is Better with Bacon, even Just Desserts!

Looney Labs' hit game of serving sweets brings a little savory into the mix with this 10 card expansion pack. Better with Bacon features six new edibles and four new customers. This expansion proves that Just Desserts is definitely Better with Bacon!





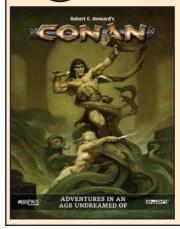


WALKER ACCESSORY KIT MGE MGWD209.....\$9.99



WALKER PAINT SET MGE MGWD204.....\$34.99

MODIPHIUS



CONAN: ADVENTURES IN AN AGE UNDREAMED OF

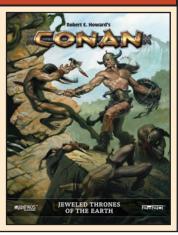
Conan: Adventures in an Age Undreamed Of takes you into the world of Conan the Barbarian, where heroes raise blood-spattered swords against dire sorcery, exotic lands beckon to the daring, danger and treasure lurks in forgotten ruins, and loathsome creatures haunt the spaces beneath the earth as well as in the throne-rooms of mighty kingdoms! Seek your fortune in forbidden tombs or upon blood-soaked battlefields! Cast dark and terrible spells of unimaginable power - at the price of your soul! Sail untamed seas to lands where no human in living memory has walked! Fight for the fate of civilization - or barbarism - on a savage frontier! Scheduled to ship in June 2017. IMP MUH050374\$49.99

ILIGHT ON

CONAN: JEWELED THRONES OF THE EARTH

Hither came Conan the Cimmerian, black-haired, sullen-eyed, sword in hand, a thief, a reaver, a slayer, with gigantic melancholies and gigantic mirth, to tread the jeweled thrones of the Earth under his sandalled feet. Jeweled Thrones of the Earth presents six complete and ready-to-play adventures for Robert E. Howard's Conan: Adventures in an Age Undreamed Of. Scheduled to ship in

IMP MUH050403 \$23.99





THUNDERBIRDS: ABOVE AND BEYOND

The Hood's schemes are more deadly than ever before in Above & Beyond, the second expansion for the *Thunderbirds Co-operative Board Game!* In *Above & Beyond,* International Rescue must develop their skills and learn to work together under pressure to thwart his dastardly wiles. Fortunately, certain rescues will help their worldwide operation and save even more human lives.

IMP MUH050088\$25.99

MONGOOSE PUBLISHING



TRAVELLER RPG: VEHICLE HANDBOOK

Universes of science fiction are filled with vehicles ranging from the mundane to the exotic. A starport on a world far beyond the frontier may see a mix of pedal-powered rickshaws, horse-drawn wagons, and anti-grav skimmers. A high-tech, centralized, industrial world will have skies filled with the anti-grav equivalent of cars, trucks, and buses, while its military will be able to deploy armored tanks that can withstand bombardment from spacecraft in orbit. All of these, and many more, can be created with the Vehicle Handbook. The Vehicle Handbook comes complete with an immense catalogue filled with vehicles built using the Traveller game system, allowing you to dive straight in and begin populating your worlds with vehicles the Travellers can ride, purchase, and fight against. Scheduled to ship in June 2017.

MGP 40004

NINJA DIVISION GAMES

MY LITTLE PONY: TAILS OF EQUESTRIA RPG -**TOKENS OF FRIENDSHIP**

Designed for use with the My Little Pony: Tails of Equestria RPG, Tokens of Friendship contains 12 gemstones that can be used to enhance gameplay, complete with a collector's bag. Scheduled to ship in May 2017.

NJD 440303\$6.95

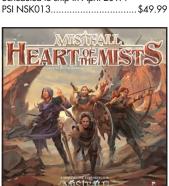


NSKN



IN THE NAME OF ODIN

The days of the old Jarl were long and prosperous, but soon Lord Odin would come to see his demise, and with it, the rise of a new Jarl. And as he passes on heirless, a path to greatness opens before each of you. Build your own village, gather your men, recruit famous Vikings, and take to your longships to sail the seas of the known world. You are all skillful sailors, shrewd traders, and fearsome warriors - but only one of you will sail the farthest, become the chosen of the Allfather, and sit on the Jarl's throne to rule In the Name of Odin! Scheduled to ship in April 2017.



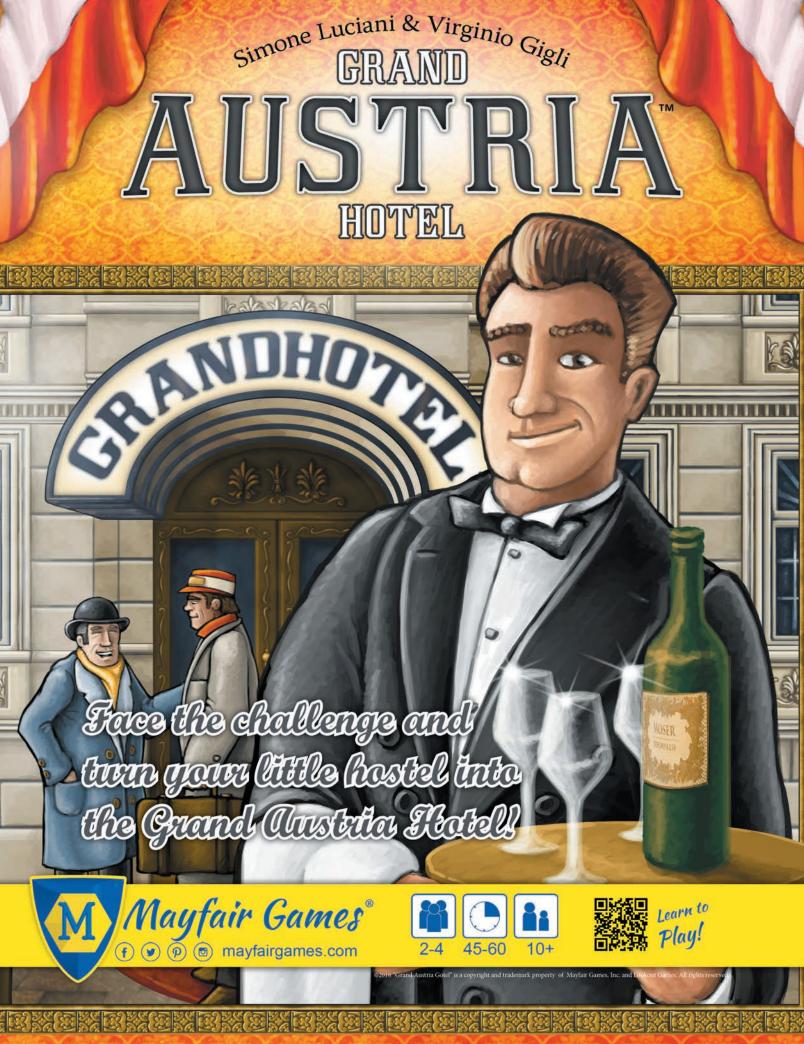
MISTFALL

Your world is in peril! Awakened from slumber, the mysterious Mists are putting humanity to the sword. Swarmed by undead, beastmen, and corrupted humans, the lands of Valskyrr have nearly fallen. But, there's still hope. In Frostvalley Keep, a stronghold held by the might of Shieldbearers and wisdom of ancient Loremasters, heroes of legend are preparing to do what it takes to save their lands. Now it's your turn to take your place among them. Gather up your resolve, check your gear. and prepare to brave the unrelenting Mists. A world of perilous adventures awaits in Mistfall, a fully cooperative adventure game set in a fantasy world of mystery, eldritch powers, and high adventure. Scheduled to ship in April 2017. PSI NSK009......\$59.99

MISTFALL: HEART OF THE MISTS (STAND ALONE AND EXPANSION)

Join mighty heroes, face ruthless enemies and dire threats, and brave the path that will lead you into the Heart of the Mists! Heart of the Mists, a fully cooperative, card-based adventure game set in a world of mystery, eldritch powers, and perilous adventures, continues the story of Mistfall in a standalone expansion featuring new Heroes, Enemies, Encounters, and Quests, and introduces Allies as well as alternative versions of some

of the base game mechanisms. Scheduled to ship in May 2017.





MISTFALL: HEROES OF MISTFALL MINIATURES PACK

From the icy lands of Valskyrr to the fiery deserts of Naar, legendary heroes stand against the Mists and their horrifying against the Mists and their northlying minions. Hareag, Valkea, Sigraed, Elatha, Ardenai, Arani, Durgen, Venda, Fengray, Crow, Aseke, Celenthia, and Melekai - all the heroes of the world of Mistfall are now within your grasp (literally) in this exclusive set of 13 finely detailed miniatures. Scheduled to ship in June 2017.

PSI NSK017.....\$29.00



MISTFALL: VALSKYRR EXPANSION

Valskyrr is in peril! The shadows have grown long and the Mists are becoming thicker, their tendrils reaching further than ever before. The forces of destruction are on the move, growing stronger with every passing day. Now is the time for the heroes to embark on their longest and most dangerous journey, and forges at angalike never before! *Valskyrr* is a mini-campaign expansion for *Mistfall*. Scheduled to ship in April 2017.

PSI NSK010.....\$15.00

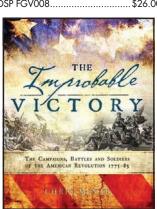


Canadian Corps Soldier **Royal Bayarian Soldier**

FROSTGRAVE: ULTERIOR MOTIVES

The Frozen City harbours many secrets, and not all of them are ancient. While most adventurers who brave the dangers seek wealth and lost magic, some journey into Frostgrave for more personal reasons... This expansion for *Frostgrave* consists of 40 Ulterior Motive cards, which add variety, depth, and new tactical challenges to wargames in the Frozen City. Will your wizard seek to slay a great demon? Rescue a desperate captive? Bring retribution to an enemy? All wizards seek power, but what are their ulterior motives? Scheduled to ship in June 2017.

OSP FGV008......\$26.00



IMPROBABLE VICTORY: THE CAMPAIGNS BATTLES AND SOLDIERS OF THE AMERICAN REVOLUTION 1775-83

The American Revolution reshaped the political map of the world, and led to the birth of the United States of America. Yet, these outcomes could have scarcely been predicted when the first shots were fired at Lexington and Concord. The Improbable Victory is a revealing and comprehensive guide to this seminal conflict, from the opening skirmishes, through the major pitched battles, up to the Treaty of Paris in 1783. Impressively illustrated with photographs and artwork, it provides an invaluable insight into this conflict - from the major command decisions down to the eye level of the front-line soldier. Scheduled to ship in June 2017.



CANADIAN CORPS SOLDIER VS ROYAL

In 1917, the soldiers of the Canadian Corps would prove themselves the equal of any fighting on the Western Front, while on the other side of the wire, the men of the Royal Bavarian Army won a distinguished reputation in combat. Employing the latest weapons and pioneering tactics, the two elite units would clash

in three notable encounters: the Canadian storming

BAVARIAN SOLDIER: VIMY RIDGE TO

PASSCHENDAELE 1917

LOST EXPEDITION: A GAME OF SURVIVAL IN THE AMAZON

Legendary explorer Percy Fawcett marched deep into the Amazon in search of El Dorado. He was never seen again. Your team has gone in search of him, but now you hope to escape the jungle with the greatest treasure of all - your life! Make the best of your food, your ammunition, and your ot your tood, your ammunition, and your health, as you plunge deep into the jungle. Choose your path carefully to ensure you're ready for the pitfalls that may occur. Play solo or cooperatively to survive the expedition, or play in teams to see which group can escape the jungle first. From award-winning designer Peer Sylvester (The King is Dead, Discover India) and acclaimed artist Green. Discover India) and acclaimed artist Garen Ewing, The Lost Expedition is a game of hard choices on the road to El Dorado. Scheduled to ship in June 2017.

OSP OSG010.....\$30.00



LUFTWAFFE EMERGENCY FIGHTERS

In late 1944, the German Air Ministry organized what it called an 'Emergency Fighter Competition' intended to produce designs for quick-to-build, yet technically and tactically effective jet fighter aircraft capable of tackling the anticipated arrival of the B-29 Superfortress over Europe, as well as the British Mosquito and US P-38 Lightning which were appearing in ever greater numbers. Thus was born a cutting-edge, highly sophisticated series of aircraft including the futuristic and elegant Focke-Wulf Ta 183, the extraordinary Blohm und Voss P.212, and the state-of-the-art Messerschmitt P.1101 series. Aviation expert Robert Forsyth traces the history of the extraordinary aircraft of the 'Emergency Fighter Competition', Hitler's last throw of the dice in the air war against the Allies. Scheduled to ship in June 2017.

OSP XPL004\$20.00



MISTFALL: SAND AND SNOW EXPANSION

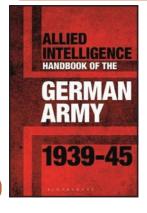
The stakes are high and the war against the Mists has never been so fierce! New perils awaken in the shadows, and new allies rise up to help the heroes face them. Arm yourself with new gear, find new companions to stand by you in the great conflict, face a new type of enemy, and endure vicious twists of fate as you once again stand against the greatest foe. Are you brave enough to enter the lands of Sand & Snow? Sand & Snow is an expansion that enhances Mistfall and/or Heart of the Mists with a set of 110 brandnew cards. Scheduled to ship in May 2017. PSI NSK015......\$19.99

SHADOWSCAPE

An ancient tale, spoken only in whispers, tells of a forbidden underworld crafted at the dawn of time. Some say that it's a at the dawn of time. Some say that it's a plain completely overtaken by the Mists. Others believe that it's still the domain of the Nightfather and his testing ground for those he chose to become his champions. Awaken, pick up your sword, and follow the whispers that guide you into the depths of the Shadowscape. But, beware! Monsters and perils await, and in the madness of the labyrinth, you may even face shadows. the labyrinth, you may even face shadows of those who were once your companions! Shadowscape is competitive, cooperativee, fast and furious dungeon crawler of epic proportions set in the *Mistfall* universe. Scheduled to ship in July 2017. PSI NSK016......\$39.99



OSPREY PUBLISHING



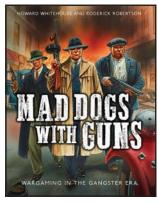
ALLIED INTELLIGENCE HANDBOOK TO THE GERMAN ARMY 1939-45

What did the British or American soldier know about the German Army? This 'handbook' explains the background history of the organizations involved, followed by short chapters based around a series of original documents produced at the time by the British War Office or US War Department, covering different aspects of the German Army, including tactics, weapons, and uniforms. Scheduled to ship in June 2017.

OSP PKT006......\$15.00

OSP GM249\$35.00

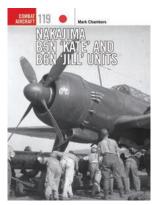
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MAD DOGS WITH GUNS: **WARGAMING IN THE GANGSTER ERA**

In 1919, the US Government declared the production, distribution, and sale of alcohol illegal. America officially became a 'dry' land. That didn't stop people from a 'dry land. Inar alan i stop people institutional drinking, however, and the rise of the 'speakeasy' offered new opportunities for organized crime. Soon, cities both large and small became battlegrounds as various crime syndicates vied for control of the underground alcohol trade. In Mad Dogs With Guns, players form their own small gangs of fedora-wearing, Tommy Gun-wielding gangsters and battle it out with their rivals. With numerous different gangs to choose from, including cops and G-men, a fully integrated campaign system, and rules for special situations such as car chases, Mad Dogs With Guns offers a huge variety of tactical challenges. Bribe public officials, attend a gangland funeral, but always watch your back there's always another gang waiting to poach your territory! Scheduled to ship in June 2017.

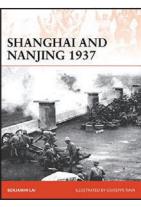
OSP MDG001\$25.00



NAKAJIMA B5N KATE AND B6N JILL UNITS

Entering service during the Sino-Japanese War, the Nakajima B5N (codenamed 'Kate') excelled and went on to achieve surprising and dramatic successes in the Japanese attack on Pearl Harbor. It also contributed to the sinking of the U.S. aircraft carriers USS Lexington at the Battle of the Coral Sea, USS Yorktown at the Battle of Midway, and USS Hornet at the Battle of the Santa Cruz Islands. Using previously unpublished photographs as well as color illustrations, this book covers the history of the Kate and Jill torpedo/ attack bombers, including their design and development, as well as the combat highs and lows of the Imperial Japanese Navy's premier torpedo bombers. Scheduled to ship in June 2017.

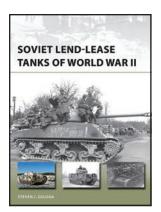
OSP COM119.....\$23.00



SHANGHAI AND NANJING 1937: MASSACRE ON THE YANGTZE

From 1931, China and Japan had been embroiled in a number of small-scale conflicts that had seen vast swathes of territory being occupied by the Japanese. On July 7, 1937, the Japanese engineered the Marco Polo Bridge Incident, which led to the fall of Beijing and Tianjin and the start of a de facto state of war between the two countries. This force then moved south, landing an expeditionary force to take Shanghai and from there drive west to capture Nanjing. This fully illustrated book tells the story of the Japanese assault on these two great Chinese cities. Scheduled to ship in June 2017.

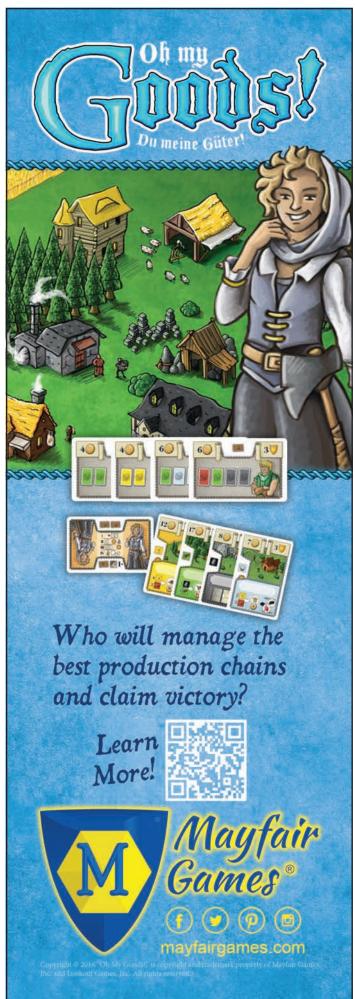
OSP CAM309\$24.00



SOVIET LEND-LEASE TANKS OF WORLD WAR II

The Red Army suffered such catastrophic losses of armor in the summer of 1941 that they begged Britain and the United States in to send tanks. The first batches arrived in late 1941, just in time to take part in the defense of Moscow. The supplies of British tanks encompassed a wide range of types, including the Matilda, Churchill, Valentine, and even a few Tetrarch airborne tanks. American tanks included the M3 (Stuart) light tank and M3 (Lee) medium tank and the M4 Sherman tank, which became so common in 1944-45 that entire Soviet tank corps were equipped with the type. This study examines the different types of tanks shipped to the Soviet Union during the war, Soviet assessments of their merits and problems, and combat accounts of their use in Soviet service. Scheduled to ship in June 2017. OSP NVG247\$18.00



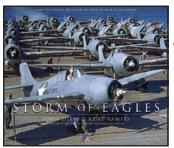


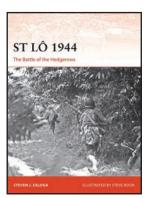


SOVIET T-10 HEAVY TANK AND VARIANTS

When it was introduced into service in When it was introduced this service in 1953, the T-10 represented a return to the classic Soviet heavy tank. Although considered a major threat to NATO tank forces, it also represented the end of an era. This study, written from original Russian and Ukrainian primary source documents that have only recently been made available, uncovers the history of this enigmatic tank. Scheduled to ship in June 2017.

OSP GM251\$32.00





ST LO 1944: THE BATTLE **OF HEDGEROWS**

Following the D-Day landings on June 6, 1944, the First US Army engaged in a six-week struggle to break out of the Normandy beach-head. The hedgerow country of lower Normandy, called the Bocage, presented unanticipated tactical problems since it proved to be ideal for German infantry defense. This book examines the brutal attritional struggle in June-July 1944 to overcome the determined German defense and secure St L. The city was the site of a crucial cross-roads and was thus a vital target for the invading Allied forces. Scheduled to ship in June 2017.

OSP CAM308\$24.00

STORM OF EAGLES: THE GREATEST **AVIATION PHOTOGRAPHS OF WORLD WAR II**

Soaring high above the fields and cities of Europe and Asia as well as the vast expanse of the Pacific, Allied and Axis pilots engaged in a deadly battle for control of the skies in World War II. Whoever won the skies would win the war. Published in association with The National

Museum of World War II Aviation, Storm of Eagles is a fully illustrated coffee-table book that brings together classic as well as never-before-seen wartime images. Compiled by one of the world's premier aviation photographers and historians, this remarkable volume is a must-have for anyone interested in World War II aviation. Scheduled to ship in June 2017.

PAIZO PUBLISHING

PATHFINDER RPG: ADVENTURE PATH -**IRONFANG INVASION PART 6 - VAULT OF** THE IRON CITADEL

With an army of their own, the heroes finally wage war against the Ironfang Legion! To end the hobgoblin threat once and for all, they must assault the Onyx Citadel - an ancient fortress on the Plane of Earth constructed eons ago by the mysterious Vault Builders - explore its alien landscape, and undermine the inhuman forces. Can the heroes fight their way past the Ironfang Legion's greatest leaders and confront General Azaersi before she activates her ultimate weapon: a doomsday device that will wipe out not only Nirmathas, but the surrounding nations as well? A *Pathfinder Roleplaying Game* adventure for 16th-level characters, *Vault of the* Iron Citadel serves as the climactic conclusion to the



Ironfang Invasion Adventure Path. Scheduled to ship in July 2017.

POSTER MAP FOLIO

PATHFINDER RPG: CAMPAIGN SETTING - IRONFANG INVASION POSTER MAP FOLIO

Visit the wonders of nature and stone! These huge, lavishly illustrated poster maps display key locations from the Ironfang Invasion Adventure Path. A lovingly-rendered artistic map of southern Nirmathas and the Fangwood Forest depicts the campaign area and brings a rugged fantasy location to colorful life, while a second map details the underground dwarven city of Kraggodan. The final poster maps out the otherworldly Vault of the Onyx Citadel, a fantastic realm secreted away from the world behind colossal stone walls and home to bizarre and alien beasts. Scheduled to ship in July 2017.

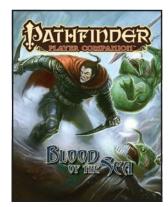
PZO 92103\$19.99



PATHFINDER RPG: FLIP-MAT -ARCANE LIBRARY

Whether you're searching for a missing spellbook amid a pile of moldy tomes or pillaging an eccentric wizard's lair, Pathfinder Flip-Mat: Arcane Library has you covered. Each side features a different arcane depository of magic knowledge. One side depicts a labyrinthine collection of stairs, shelves, and foreboding statues, while the other shows interconnected pocket dimensions filled with stacks of scrolls and alchemical apparatus. This portable, affordable map measures 24" x 30", and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in July 2017.

PZO 30084 \$14.99



PATHFINDER RPG: PLAYER COMPANION - BLOOD OF THE SEA

Whether from the lightless depths of ocean trenches or azure tropical seas, heroes rise from beneath the waves in Pathfinder Player Companion: Blood of the Sea! Explore the mystical paths and strange abilities of seaborn adventurers - and those who hunt them. Trawl the secrets of aquatic elves, gillmen, merfolk, and tritons, while new magic items aid aquatic characters in adventuring on land and take land-dwelling characters into the mysterious deep, and new spells grant mastery over the waters. Discover oceans of possibility as a host of new archetypes and feats allow characters of all types to infuse themselves with the power of the sea. Scheduled to ship in July 2017.

PZO 9482\$14.99

ILIGHT ON



PATHFINDER RPG: PAWNS -HEROES & VILLAINS PAWN COLLECTION

Heroes, villains, mentors, quest-givers, innocent bystanders, and nemeses are ready to take over your gaming table in this exciting collection of more than 200 pawns for use with the *Pathfinder Roleplaying Game* or any tabletop fantasy RPG. Printed on sturdy cardstock, each pawn contains a beautiful, full-color image of a figure that can be used for player characters, antagonists, villagers, or courtiers, or take on any role a GM desires. Scheduled to ship in July 2017. PZO 1026.....\$24.99

PINNACLE ENTERTAINMENT GROUP

SAVAGE WORLDS RPG: LANKHMAR - CITY OF THIEVES COLLECTORS BOX SET

In the City of Sevenscore Thousand Smokes, danger lurks down every dark alley. Sinister sorcerers summon terrible forces in their crumbling towers. Treacherous rogues of the Thieves' Guild prowl the Plaza of Dark Delights. Assassins from the Slayers' Brotherhood work the Tenderloin District. And hunched figures skitter beneath the streets, waiting for their chance to rise. But there is action, adventure, and wealth here, too - if your rogues have the skill and bravado to claim it! Lankhmar: City of Thieves is the core setting book for Fritz Leiber's world of swords & sorcery. This Collector's Box

Set contains softcover editions of Lankhmar: City of Thieves, Lankhmar: Tales of the Thieves Guild, and Lankhmar: Foes of Nehwon, as well as the Lankhmar: GM Screen & Adventure and the Lankhmar: Map Set, plus Lankhmar Bennies (20) and a Lankhmar Dice Set. Scheduled to ship in June 2017.

\$79.99



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PLAID HAT GAMES



ASHES: THE LAW OF LIONS EXPANSION

She is the commander of the pride, the follower of the path, the righteous judge, and the merciful servant. She emboldens the virtuous and strikes fear in the heart of the transgressor. She is Odette Diamondcrest, and she comes to Ashes in the Law of Lions Deluxe Expansion. This deluxe expansion set gives players an all-new Ashes deck that not only introduces a new Phoenixborn and new cards to the game, but also includes ten new Divine Magic dice and a stylized deck box. Scheduled to ship in June 2017. PHG PH1205.....\$24.95

'LIGHT ON



ASHES: THE SONG OF SOAKSEND EXPANSION

An ancient song binds its silvery strings to every living soul, and Namine Hymntide adds her voice to this unending melody. She plays the strings and subtly alters the song to her will, and comes to Ashes in the Song of Soaksend Deluxe Expansion. This deluxe expansion set gives players an all-new Ashes deck that not only introduces a new Phoenixborn and new cards to the game, but also includes ten new Sympathy Magic dice and a stylized deck box. Scheduled to ship in June 2017.

PHG PH1206......\$24.95

PLASTIC SOLDIER COMPANY



QUARTERMASTER GENERAL: 1914

Quartermaster General: 1914 creates a narrative of the First World War in Europe, reflecting the military, technological, and social changes that occurred over the following four years. Scheduled to ship in March 2017.

PSC GGM00008\$49.95

POKÉMON USA



TRADING CARD GAME

POKÉMON TCG: BATTLE ARENA DECKS BLACK KYUREM VS WHITE KYUREM

Black Kyurem and White Kyurem go head-to-head in the Pokémon TCG Battle Arena Decks! Each Battle Arena box comes with two opposing, preconstructed decks with Tournamentlevel Trainer cards and special versions of Professor Sycamore and Trainers' Mail with all-new art, plus two metallic coins, two sets of counters, a two-player playmat, two deck boxes, a rulesheet, and Quick Guide to unlock powerful new strategies, and a code card to play these decks in the Pokémon Trading Card Game Online. PUI 80284.....PI

POKÉMON TCG: BEWEAR GX BOX

Bewear-GX can smush opposing Pokémon with its powerful Bear Hug, or chuck them out of a battle entirely with the Big Throw-GX attack! Give your opponents new respect for this strong-and-cuddly Pokémon with the Bewear-GX Box for the Pokémon Trading Card Game. Each box contains a never-before-seen foil promo card featuring Bewear-GX, plus a foil oversized card of Bewear-GX, four *Pokémon TCG* booster packs, and a code card for the Pokémon Trading Card Game Online. PUI 80298......PI

POKÉMON TCG: MEGA TYRANITAR EX PREMIUM COLLECTION BOX

Hail the Destroyer King! Mega Tyranitar-EX brings all the power of a major force of destruction to the *Pokemon Trading*Card Game with the Mega TyranitarEX Premium Collection! Each Premium Collection Box contains foil cards of both Tyranitar-EX and Mega Tyranitar-EX, plus a foil oversized Mega Tyranitar-EX card, a collectible coin, a Spirit Link card, a Mega Tyranitar collector's pin, six Pokémon TČG booster packs, and a code card for the Pokémon Trading Card Game Online. PUI 80296......PI

POKÉMON TCG: POKÉMON GX PREMIUM COLLECTION BOX

Inspired by the power of Pokémon-GX, each Premium Collection for the Pokémon Trading Card Game comes with a full-art foil promo card, a foil oversized Pokémon-GX card, a standard promo card featuring Dartrix, Torracat, or Brionne, a foil promo card featuring Rowlet, Litten, or Popplio, one collector's pin, one collectible coin, six Pokémon TCG booster packs, and a code card for the Pokémon Trading Card Game Online. PUI 80288....

POKÉMON TCG: TAPU KOKO PIN COLLECTION BOX

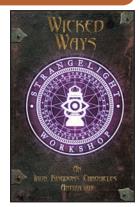
Tapu Koko is one of the guardian Pokémon of the Alola region, with a deep connection to the land itself! Each *Pokémon TCG: Tapu Koko Pin Collection* includes one foil promo card and a collector's pin featuring Tapu Koko, plus three *Pokémon TCG* booster packs, and a code card for the Pokémon Trading Card Game Online.

PRIVATEER PRESS

SKULL ISLAND EXPEDITIONS: WICKED WAYS

With the arrival of the grymkin comes an all-new anthology focused on the Strangelight Workshop, supernatural investigators who find themselves confronted by growing forces of evil. The Workshop employs an odd blend of scientists, mercenaries, and occult explorers who seek to understand the unfathomable, to peel back the veil between life and death, and commune with spirits haunting places beset by tragedy and madness. But now, one team is about to step off the precipice when they learn of a malevolent plot to unravel all they have done and to harvest the souls of all humanity! Scheduled to ship in June 2017.

PIP 615\$15.99



<u>Warmachine</u>

Scheduled to ship in June 2017.



FORCES OF WARMACHINE - RETRIBUTION OF **SCYRAH COMMAND**

Providing the foundation every Retribution of Scyrah player needs, Forces of Warmachine: of Retribution Command features a complete listing of all current warcasters and warjacks released to date, as well as two new warcasters, three new solos, and a selection of core units and solos from the Faction.

HARDCOVER

PIP 1087 \$44.99 SOFTCOVER

PIP 1086 \$34.99



RETRIBUTION OF SCYRAH AELYTH VYR, BLADE OF NYSSOR SOLO

PIP 35086\$14.99



RETRIBUTION OF SCYRAH ELARA. **DEATHS SHADOW WARCASTER**

PIP 35076\$15.99



RETRIBUTION OF SCYRAH FANE **KNIGHT GUARDIAN SOLO**

PIP 35084\$14.99



RETRIBUTION OF SCYRAH **HEMERA HEAVY WARJACK**

PIP 35081\$54.99



RETRIBUTION OF SCYRAH HOUSE ELLOWUYR SWORDSMEN WITH OFFICER AND STANDARD UNIT PIP 35077\$54.99



RETRIBUTION OF SCYRAH HOUSE SHYEEL ARCANISTS UNIT

PIP 35083



RETRIBUTION OF SCYRAH LORD GYRRSHYLD, THE FORGIVEN WARCASTER

PIP 35087\$21.99



RETRIBUTION OF SCYRAH **SPEARS OF SCYRAH UNIT**

PIP 35082PI



RETRIBUTION OF SCYRAH PRIEST OF NYSSOR SOLO

PIP 35085\$10.99



RETRIBUTION OF SCYRAH RYSSOVASS DEFENDERS UNIT

PIP 35079\$54.99

PRODOS GAMES



ALIEN VERSUS PREDATOR: THE HUNT BEGINS 2ND EDITION

In the darkness of uncharted space aboard the crippled colony vessel *USCSS Theseus*, there is nowhere to hide, nowhere to run, and in space, everyone will hear you scream! AvP: The Hunt Begins 2nd Edition is a fast-paced, claustrophobic, "express elevator to hell" miniatures game of combat between three of the most dangerous races in the galaxy! Join the ranks of the brave men and women of the US Colonial Marines and arm yourself with state-of-the-art weaponry, or take command of the elite cadre of Predators, an alien race of hunters that seek the finest prey to stalk, hunt, and eliminate. But, the darkness holds more horrors than these two adversaries - the Xenomorphs, one of the deadliest of all known alien species with the potential to destroy and eradicate all sentient life! The motion tracker is off the scale, the prey is approaching, and a Queen seeks fresh hosts to birth her children! Scheduled to ship in May 2017. NJD 410324\$59.95

REDSHIFT GAMES

BITTEN

Operate behind the scenes to keep your faction hidden while taking over local hotspots to be the dominant of the Bitten in this game of factions and intrigue in an urban horror setting. Scheduled to ship in July 2017.

PSÍ RDS0010\$14.99

COSMOCRACY

Be careful! Every lie you tell becomes politically true in Cosmocracy, a game of science fiction and debate for the galactic presidency. Scheduled to ship in July 2017.

RENEGADE GAMES STUDIOS



FLIP SHIPS

Join the Fight! Save the World! It was an ambush! That's the only way to describe it. The mother ship appeared out of nowhere, creating a massive shadow over the city. Within seconds, wave after wave of fighters poured out of it, filling the sky. We're launching the ships we have ready, but it isn't much. Our pilots fight bravely, defending the planet, while we ready the rest of the fleet. Explosions fill the sky, and we've taken some hits, but we won't give up. Will you? Flip Ships is a cooperative dexterity game where players take on the roles of brave pilots defending their planet from an onslaught of firepower. Flip your ships to take out the encroaching enemies, and to take down the

powerful mother ship before it's too late! Scheduled to ship in June 2017. RGS 00572\$40.00

THE FOX IN THE FOREST

The Fox in the Forest is a trick-taking game where players utilize the special abilities of the Fairy Tale characters to change the trump suit and even take the lead after you lose a trick. Score points by winning more tricks than your opponent, but don't get greedy! Win too many tricks, and you'll fall like the villain in so many fairy tales! Scheduled to ship in July 2017.

RGS 00574\$15.00





SCOTT PILGRIM'S **PRECIOUS LITTLE CARD GAME**

Being a grown-up is hard and maybe not worth it? You might rather spend time tweaking your band's set list until its guaranteed to get you that big gig opening for legit rockstars. Perhaps you're better off dating someone a bit younger than chasing a fairytale romance with the ageappropriate girl (or

boy) you met at a party. Maybe the drama constantly engulfing your pals feeds you, even if it's bringing your friends down. And, don't adults just sit at desks all day worrying about how bread makes you fat? Do adults ever even get attacked by random robot ruffians determined to pick a fight? A deckbuilding game that challenges you to grow up and prepare for your finest hour, players in Scott Pilgrim's Precious Little Card Game assume the roles of their favorite characters in the Scott Pilgrim universe, each with their own, unique starting deck. Innovative double-sided cards let you decide whether to solve your problems with hard work and empathy, or whether to embrace the unpredictable world of gratuitous video game violence. Scheduled to ship in June 2017.

RGS 00575\$45.00



O/A THE BLOOD OF **AN ENGLISHMAN**

"Fee Fi Fo Fum! I smell the blood of an Englishman!" roared the giant as he crashed through the vines. Jack, with one arm around his precious stolen harp and the other grasping the bean stalk, felt the rush of danger. Will he make it to the bottom in time to chop down the leafy ladder or will the giant successfully catch the thieving beggar? In The Blood of an Englishman, players take on the role of either Jack or the Giant. The Giant must maneuver the Fee Fi Fo and Fum cards while Jack tries to create three bean stalks to steal the bag of gold, the Golden Goose, and the Singing Harp. RGS 00554\$15.00



O/A GRAVWELL: ESCAPE FROM THE 9TH DIMENSION

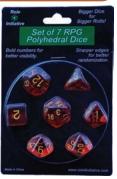
After being pulled through a black hole, four spaceships find themselves in a dimension with physics never before encountered - and without fuel! By mining and collecting basic elements from the space dust and asteroids in the area, you can muster just enough thrust to move your ship. But in this bizarre dimension, gravity is not working like how you've been taught. Your ship will typically travel towards the nearest object - which is usually another shipand those ships are moving. Sometimes forwards, and sometimes backwards. It's a real mind-bender!

RGS 01614.....\$35.00

ROLE 4 INITIATIVE





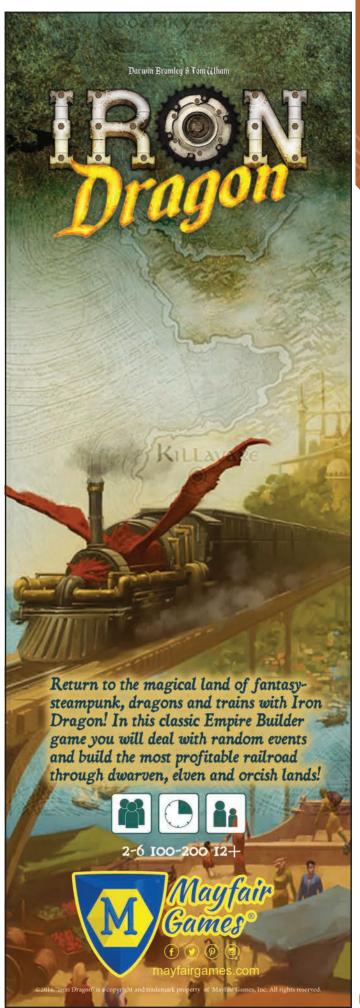


POLYHEDRAL DICE - SET OF 7

7 Die Sets contain d4, d6, d8, d10, d12, d20 and percentile die. These sets are 20% larger, have bold numbers for better visibility and sharper edges for better randomization. Scheduled to ship in June 2017

EMERALD DRAGON SHIMMER WITH WHITE NUMBERS MARBLE GREEN WITH WHITE NUMBERS R4I 50202-7B..... MARBLE RED WITH WHITE NUMBERS R4I 50204-7B. OPAQUE BLACK WITH GOLD NUMBERS **OPAQUE DARK BLUE WITH LIGHT BLUE NUMBERS** OPAQUE DARK GRAY WITH GOLD NUMBERS OPAQUE DARK GREEN WITH GOLD NUMBERS R4L50012-7B OPAQUE DARK PURPLE WITH WHITE NUMBERS R4I 50013-7B **OPAQUE RED WITH BLACK NUMBERS** R4I 50002-7B... TRANSLUCENT BLACK (SMOKE) WITH GOLD NUMBERS TRANSLUCENT DARK BLUE WITH WHITE NUMBERS TRANSLUCENT DARK GREEN WITH GOLD NUMBERS R4I 50111-7B TRANSLUCENT DARK PURPLE WITH WHITE NUMBERS R4I 50113-7B..... TRANSLUCENT RED WITH GOLD

R4I 50102-7B.....\$5.99









POLYHEDRAL DICE - SET OF 15

15 Die Sets contain $3 \times d4$, $4 \times d6$, $2 \times d8$, d10, d12, $3 \times d20$ and a percentile die. These sets are 20% larger, have bold numbers for better visibility, sharper edges for better randomization and are customized for some of the most popular tabletop RPGs. Scheduled to ship in June 2017.

EMERALD DRAGON SHIMMER WITH WHITE NUMBERS	
R4I 50302-FB	\$14.99
MARBLE GREEN WITH WHITE NUMBERS	
R4I 50202-FB	\$14.99
MARBLE RED WITH WHITE NUMBERS	
R4I 50204-FB	\$14.99
OPAQUE BLACK WITH GOLD NUMBERS	
R4I 50006-FB	\$8.99
OPAQUE DARK BLUE WITH LIGHT BLUE NUMBERS	
R4I 50009-FB	\$8.99
OPAQUE DARK GRAY WITH GOLD NUMBERS	
R4I 50017-FB	\$8.99
OPAQUE DARK GREEN WITH GOLD NUMBERS	
R4I 50012-FB	\$8.99
OPAQUE DARK PURPLE WITH WHITE NUMBERS	
R4I 50013-FB	\$8.99
OPAQUE RED WITH BLACK NUMBERS	
R4I 50002-FB	\$8.99
TRANSLUCENT BLACK (SMOKE) WITH GOLD NUMBERS	
R4I 50104-FB	\$10.99
TRANSLUCENT DARK BLUE WITH WHITE NUMBERS	
R4I 50107-FB	\$10.99
TRANSLUCENT DARK GREEN WITH GOLD NUMBERS	
R4I 50111-FB	
TRANSLUCENT DARK PURPLE WITH WHITE NUMBERS R4I 50113-FB	¢10.00
	\$10.99
TRANSLUCENT RED WITH GOLD	¢10.00
R4I 50102-FB	\$10.99

SPIELBOX



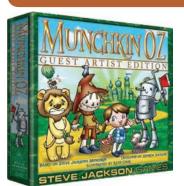
SPIELBOX MAGAZINE 2017 Scheduled to ship in May 2017.
#1 SPB 20171\$11.99
#2 SPB 20172 \$11.99

STEAMFORGED GAMES



GUILD BALL UNION FIRST LIGHT OF SOLTHECIUS (METAL) (SEASON 3) SFG B03-011\$30.00

STEVE JACKSON GAMES



MUNCHKIN OZ: GUEST ARTIST EDITION (KATIE COOK)

Visit the Emerald City! Adventure with Dorothy, the Scarecrow, and the Wizard, himself! Just when you thought the art in Munchkin Oz couldn't get cuter, Katie Cook (Munchkin Love Shark Baby) takes a spin on the Yellow Brick Road with this Guest Artist Edition of Munchkin Oz, featuring cards based on L. Frank Baum's classic Oz books! Scheduled to ship in July 2017. SJG 1542.....\$29.95

IGHT ON

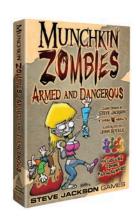


MUNCHKIN: HALLOWEEN MONSTER BOX

Ahhhh! Run! It's the Munchkin Halloween Monster Box, and it's coming to get you! Any superstitious Munchkin lover will crave this massive box for stashing Munchkin loot, illustrated in spooky Aunchkin loor, illustrated in spooky style by comic artist Len Peralta. Packed with 12 holiday-themed Munchkin cards that shuffle into any game, with room for more than 2,000 cards, a Kill-O-Meter, a Level Playing Field, and some Dungeons and Seals, this box is scary good storage! Scheduled to ship in July 2017. SJĠ 5606\$29.95

MUNCHKIN ZOMBIES 2: ARMED AND DANGEROUS (BOXED EDITION)

Grab the Carrion Suitcase and some Trained Attack Flies - it's time to fight the Survivalist and the Cat Lady. And eat their brains! Featuring 112 shambling cards, including yummy humans for the players to eat and new slapdash weaponry, Munchkin Zombies: Armed and Dangerous introduces a new Mojo (Patchwork Zombie) and a new Power (Hungry), and is packed with six plastic zombie pawns. Scheduled to ship in July 2017.

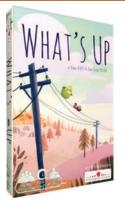


ZOMBIE DICE: HORDE EDITION

Eat Brains, Don't Get Shot-Gunned! You are a zombie. You want braaaains. More brains than any of your zombie buddies. In *Zombie Dice*, 13 custom dice represent victims. Push your luck to eat their brains, but stop rolling before the shotgun blasts end your turn! Get Zombie Dice and all its expansions in one delicious, brain-filled package with the Horde Edition! Scheduled to ship in July 2017.

SJG 131341.....\$24.95

STRAWBERRY STUDIO



WHAT'S UP

In What's Up, players attempt to collect sets of delightfully different birds before their opponents complete theirs. Scheduled to ship in May 2017.

PSI STR002......\$10.00

THAMES & KOSMOS



JUNGLE PARTY

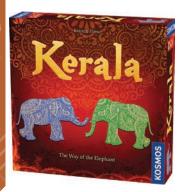
You're invited to a party in the jungle! Tonight, the whole jungle gang is planning to plunge into the river. Your adventure begins at the campfire and leads you over a wobbly bridge, past glowing fireflies, across a mossy log, and next to the edge of a thunderous waterfall. Can you remember where they're all hiding as they float down the river? Scheduled to ship in July 2017.

TAK 697358.....\$34.95

56



LAGOONIES



All's calm in the enchanted coral reef. The

mischievous sea sprites swim and play, teasing

the big ghost octopus. Suddenly, the grumpy octopus twirls around very fast, creating a whirlpool of bubbles in the reef! The sea

whiripool or bubbles in the reer: the sea sprites aren't strong enough to swim against the whiripool current, and they're swept up and spun about the fizzing, foaming reef. Can you use your magical bubble magnifying

lenses to find your sea sprite friends, pick them out from the look-alikes, and bring them

safely back to the hiding hole in your reef?

Scheduled to ship in July 2017.

Scheduled to ship in July 2017.



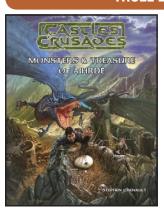
Way of the Elephant! Welcome to the elephant festival in the Indian province of Kerala! The celebration is alive with color and music as exquisitely decorated elephants parade the streets. To participate in the revelry, you want to fashion the most elegant platform for your elephants. You'll need clever tactics and good luck to win the award for best of show in Kerala!

TAK 692469.....\$39.95



TAK 697648......\$39.95

TROLL LORD GAMES



CASTLES & CRUSADES RPG: MONSTERS AND TREASURES OF AIHRDE

Over 170 Monsters! A Mountain of Special Magic Items! Enhanced Character Content! Within Monsters & Treasure of Aihrde lies a veritable host of legendary monsters, revised and updated for Castles & Crusades 6th Edition. Each entry comes fully detailed with descriptions, habits, treasure, combat, and special abilities, as well as where each monster's place is in Aihrde.

IMP TLG909192\$29.99

TURN ONE GAMING SUPPLIES

SPACE INVADERS: DICE

The Arcade Classic Blasts Back! Grab your sixsided arsenal and save the planet before it's too late in Space Invaders Dice, a fun, fast-paced tabletop game that plays just like the classic arcade game. Play solo or compete against up to three friends for the record high-score. Scheduled to ship in May 2017.

TGS GME101



ULTRA PRO INTERNATIONAL



13 MINUTES: THE CUBAN MISSILE CRISIS

13 Minutes is a card-driven micro game of tough decisions. Playing as either President Kennedy or Khrushchev, your aim is to exit the Cuban Missile Crisis as the most powerful superpower. But, be careful - each decision is crucial and you may trigger global nuclear war! UPÍ 11963.....PI



AMONKHET CARD BACK STANDARD DECK PROTECTOR PACK 80 CT (DISPLAY 6) Scheduled to ship in April 2017.

UPI 86453......PI



BASEBALL BAT RISER DISPLAY Scheduled to ship in May 2017. UPI 84953......PI



BASKETBALL RISER DISPLAY

Scheduled to ship in May 2017. UPI 84951......PI



BATTLE KITTENS

Draft your purr-fect team of cute, but cutthroat kitties, then deploy them to battlegrounds and watch the fur fly! Compete to win the biggest haul of fresh fish and become the pick of the litter in Battle Kittens! Scheduled to ship in May 2017. UPI 10054......PI

CHARLOTTE SMALL SIZE DECK PROTECTOR PACK 60 CT

Scheduled to ship in March 2017. UPI 84938......PI

DUNGEON CRAWL

cheduled to ship in April 2017. UPI 85279......PI



CHAMPIONSHIP FORMULA RACING CFR F1 BOARD GAME

1000 HP Engines, 6G Turns at 220 MPH - it's not just a board game, it's F1 Auto Racing! Strap in for the ride of your life in *Championship Formula Racing* (CFR), a fast-paced game inspired by the legendary Speed Circuit that puts 2-4 players firmly in the driver's seat of their own custom Formula 1 racing car! Simulating the intense challenges of Formula 1 racing, players in CFR use cards from their Driver Deck to select their car's acceleration and deceleration, top and starting speeds, driver skill and car wear. The more you race, the more you'll explore your own unique driving style! Scheduled to ship in April 2017. UPI 10025.....PI



DUNGEONS & DRAGONS: CHARACTER FOLIO DEMOGORGON

UPI 86512......PI



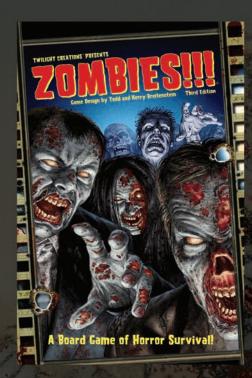
DUNGEONS & DRAGONS: CHARACTER FOLIO DROW ATTACK

Scheduled to ship in April 2017. UPI 85278.....



DUNGEONS & DRAGONS: CHARACTER FOLIO

There WAS hope...



























But now WE are Desperate and the Odds are NOT in our Favor

Zombies!!! 15: Another One Bites The Dust

takes you out of civilization and into the desert. You have to find enough water to survive this wild trek to Las Vegas or you will be craving brains - lots of brains.

GAME CONTENTS:

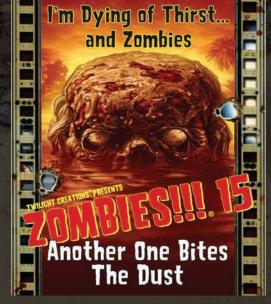
- 15 Map Tiles
- 32 Event Cards
- · Water Tokens
- · Rules

Requires the Zombies!!! core set (TLC 2010 or 2011) to play.



Where Fun Comes To Life





UPC 823973021156 PRODUCT CODE TLC 2115 SRP \$15.99 Spring 2017

www.twilightcreationsinc.com kerry@twilightcreationsinc.com



DUNGEONS & DRAGONS: CHARACTER FOLIO GIANT KILLER

Scheduled to ship in April 2017. UPI 85276......PI



DUNGEONS & DRAGONS: CHARACTER FOLIO TAVERN BRAWL

Scheduled to ship in April 2017. UPI 85277.....



DUNGEONS & DRAGONS: CHARACTER FOLIO WIZARD

Scheduled to ship in April 2017. UPI 85305......PI



FETCH

Help your animal friends `fetch` their favorite treats as you rotate, shift, and rearrange the park to slow your foes, gather your goodies, and see who's the fastest furry friend of them all! Scheduled to ship in May 2017. UPI 10053......PI



FOOTBALL RISER DISPLAY Scheduled to ship in May 2017. UPI 84952......PI



FORCE OF WILL: DECK PROTECTOR SLEEVE COVERS MOONBREEZES MEMORIA PROMO

Scheduled to ship in April 2017.



IRON CURTAIN

An Iron Curtain Descends! Dominate battlegrounds and assert influence so that cards end up in your political reach in *Iron* Curtain. Scheduled to ship in June 2017. UPI 10057......PI



MAGIC THE GATHERING: PLANESWALKER TREASURE NEST

Scheduled to ship in May 2017. UPI 86437.....PI



MINI RISER DISPLAY Scheduled to ship in May 2017. UPI 84899......PI



PRO BINDER: 2-POCKET WHITE Scheduled to ship in April 2017.

UPI 85306......PI



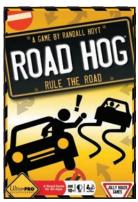
PRO-MATTE CLEAR SMALL DECK PROTECTOR PACK 60 CT

Scheduled to ship in April 2017. UPI 84491.....PI



PRO-MATTE CLEAR STANDARD DECK PROTECTOR PACK 50 CT

Scheduled to ship in March 2017. UPI 84490.....PI



ROAD HOG

Life on the road means relying on quick wits, mad skills, and a bit of luck to get there in one piece. Road Hog: Rule the Road captures the rolling shark tank that is our modern highway system as players shamelessly compete with each other in an infuriating race to be the first car off the exit! UPI 10495......PI



SLEEVES: PRO-MATTE ECLIPSE SMALL DECK PROTECTOR SLEEVES WHITE (60CT) (DISPLAY 12)

Scheduled to ship in March 2017. UPI 85268......PI



SLEEVES: PRO-MATTE ECLIPSE STANDARD DECK PROTECTOR SLEEVES (80CT) (DISPLAY 8)

Scheduled to ship in March 2017. BLUE UPI 85252......PI PINK UPI 85253......PI



SPEED HELMET RISER DISPLAY

Scheduled to ship in May 2017. UPI 84556......PI



TABLETOPICS: GEEK POP! EDITION

Scheduled to ship in March 2017. UPI TT-0139.....



Everything comes together in Zircles as players attempt to create the most circles with geometric pieces on a magnetic board to score points while sabotaging their opponents' scoring opportunities. Scheduled to ship in June 2017. UPI 10022......PI





MANA 5





86531

Featuring iconic full-art lands by artist John Avon



86532



86533



86534



Deck Box with Dice Tray

86535



86454



86455



86456



86457



86458

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MUNCHKIN: MARVEL EDITION -JUST DEADPOOL EXPANSION

Scheduled to ship in July 2017. PSI MU011-464 \$9.95



VALLEJO



GAME AIR: BASIC GAME AIR COLORS AND AIRBRUSH

Contains 28 Game Air colors, 1 Airbrush thinner, 1 Airbrush cleaner, and 1 Ultra Harder and Steenbeck airbrush. Scheduled to ship in May 2017.

VAL 72871 \$250.00



MODEL AIR SET: GERMAN COLORS 1940-1945 (8 -17ML BOTTLES)

Scheduled to ship in May 2017.

VAL 71206.....\$26.09

VAN RYDER GAMES



HOSTAGE NEGOTIATOR: ABDUCTOR PACK 5

A cult has turned to violence to push its agenda and to garner more attention. Many in the cult are as much victims as they are culprits. How will you handle the situation when the Abductors are also the Hostages? This 16-card expansion is compatible with both Hostage Negotiator and Hostage Negotiator: Crime Wave. Scheduled to ship in July 2017.

VRG AP5......\$8.99



HOSTAGE NEGOTIATOR: ABDUCTOR PACK 6

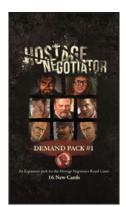
Clyde Seaver's life is in shambles. His wife left him, and in fear of losing his two children he's kidnapped them with the help of his loyal sister, Tina. She has the kids hidden in Becker Swamp and you have to negotiate with the suicidal Clyde and buy your team time to locate the children. This 16-card expansion is compatible with both Hostage Negotiator and Hostage Negotiator: Crime Wave. Scheduled to ship in July 2017.

VRG AP6.....\$8.99



HOSTAGE NEGOTIATOR: ABDUCTOR PACK 7

Valerie Stone was another negotiator who was constantly competing with you, but never garnered the accolades or had the level of success that you did. Ultimately, it became too much for her and she's decided the only way to prove she's better than you is to force you to negotiate with her... and she knows just how to accomplish that! This 16-card expansion is compatible with both Hostage Negotiator and Hostage Negotiator: Crime Wave. Scheduled to ship in July 2017. VRĞ AP7......\$8.99



HOSTAGE NEGOTIATOR: DEMAND PACK 1

This expansion pack for *Hostage Negotiator* comes with 16 new cards that will add new major demands for the original abductors (Arkayne, Donna, and Edward) as well as the abductors from *Abductor Packs* 1-4 (Connor, the Pedersen Twins, Lt. Jackson, and Herrera). Scheduled to ship in July 2017.

VRG GDP1\$8.99

HOSTAGE NEGOTIATOR: CRIME WAVE

In Hostage Negotiator: Crime Wave - a standalone expansion to the solitaire game Hostage Negotiator - each turn represents a conversation between you and a hostage taker, playing cards and rolling dice to increase conversation points, decrease the threat level, and release hostages. Using the same "hand-building" mechanism found in *Hostage Negotiator*, *Crime Wave* features new Conversation Cards, Terror Cards, Pivotal Events, and all-new Abductors, each with new rules and new demands! Scheduled to ship in July 2017.

VRG 006.....\$39.99



WARLORD GAMES

BLACK POWDER

Scheduled to ship in March 2017.



MARLBOROUGH'S WARS -ARTILLERY BATTERY

WLG 302015006 PI



MARLBOROUGH'S WARS - CAVALRY

OF THE GRAND ALLIANCE WLG 302015004......PI



MARLBOROUGH'S WARS -CAVALRY OF THE SUN KING

WLG 302015005......PI



MARLBOROUGH'S WARS - INFANTRY OF THE GRAND ALLIANCE

WLG 302015002 PI



MARLBOROUGH'S WARS -INFANTRY OF THE SUN KING

WLG 302015003PI



<u>BOLT ACTION</u> Scheduled to ship in March 2017.



GERMAN HEER FORWARD OBSERVER TEAM

WLG 403012008......PI

USAopoly.

WELCOMES

CODENAMES

ELEVATING OUR INCREDIBLE PORTFOLIO OF COOL BRANDS & GREAT PARTNERSHIPS.

DELIVERING EXCITING OPPORTUNITIES IN 2017 & BEYOND.









IS-2 HEAVY TANK

WLG 402014002......PI



M7 PRIEST SELF-PROPELLED GUN WLG 402413004......PI



PANHARD 178 ARMOURED CAR WLG 402415501 PI



PANTHER (ERSATZ M10) WLG 402412002 PI



US ARMY 105MM MEDIUM ARTILLARY M2A1 (WINTER) WLG 403013003PI



US ARMY 50CAL HMG TEAM (WINTER) WLG 403013004.....PI



US ARMY 75MM LIGHT ARTILLARY M1A1 (WINTER) WLG 403013002......PI



US ARMY VETERANS SQUAD (WINTER)

WLG 402213002.....PI

GATES OF ANTARES Scheduled to ship in March 2017



ALGORYN ARMOURED INFANTRY WLG 502011001 PI



BOROMITE ENGINEERS AND WORKSHOP WLG 502212002......PI



BOROMITE MAG CANNON WLG 503012007......PI



BOROMITE ROCK RIDERS OVERSEER SQUAD WLG 502412003.....



BOROMITES WITH TRACTOR MAULS WLG 502212001 PI



BOROMITE WITH VORPAL CHARGES

WLG 503012008.....PI



US FIREFLY JUMP INFANTRY

WLG 452210401PI

KONFLIKT 47 Scheduled to ship in March 2017.



BRITISH AUTOMATED INFANTRY WITH MMG



DAUGHTERS OF THE MOTHERLAND WLG 452210802.....PI



FLAMMSPINNE PANZERMECH WLG 452410204.....PI



SOVIET COSSACK LIGHT WALKER WLG 452410802.....PI



US HEAVY BAZOOKA TEAM WLG 453010402.....PI



US KODIAK WALKER WLG 452410403.....PI

TEST OF HONOUR: STARTER BOX

Test of Honour is a skirmish-level wargame where players select their force based around a samurai hero along with one or two loyal companions and a variety of clan soldiers. The six battle scenarios included tell a tale of bitter clan rivalry, betrayal, and revenge. As you play through the scenarios, your samurai will use new skills, and perhaps even take the shameful path of deceit and trickery to gain victory - such choices are the ultimate test of honour. Scheduled to ship in April 2017. WLG 76510001PI

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WEIRD CITY GAMES



MARCH OF THE ANTS: MINIONS OF THE MEADOW EXPANSION

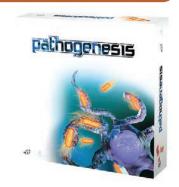
In Minions of the Meadow, the first expansion to March of the Ants, colonies gain powerful new tools to aid in their expansion and conquest. Major Workers enhance your abilities to explore and battle, while Aphid Farms grant majestic rewards, Parasitic Evolutions thwart your opponents' best laid plans, and Tactics create a deeper level of plotting and scheming during combat. And, beware fearsome new Predators like the Centipede Broodmother and the Trapdoor Spider as they are drawn to the most successful colonies in the meadow. Scheduled to ship in July 2017.

WIBAI GAMES

PATHOGENESIS

Pathogenesis is a deck-building game in which players take on the role of bacterial pathogens attacking a human host. The pathogens must survive the body's powerful immune response, adapt in an ever changing environment, and evolve to take on virulence factors to increase their attack, defense, and other abilities so that they may do enough damage to defeat the body before the human host becomes immune and all the players lose the game. Scheduled to ship in July 2017.





WIZKIDS/NECA



D&D NOLZURS MARVELOUS UNPAINTED MINIS

Dungeons & Dragons Nolzur's Marvelous Miniatures come with highly detailed figures, pre-primed with Acrylicos Vallejo primer and includes deep cuts for easier painting. Scheduled to ship in June 2017.

DWARF FEMALE FIGHTER WZK 72617	\$3.99
DWARF MALE CLERIC WZK 72624	\$3.99
ELF MALE WIZARD WZK 72622	\$3.99
HUMAN FEMALE DRUID WZK 72640	
MINOTAUR WZK 72577	

FEATURED ITEM



THE EXPANSE

The Stars Are Better Off Without Us! As members of Earth's UN forces - the military of Mars, the rebels of the O.P.A., and the mysterious corporation, Protogen Inc. - players seek to spread their influence throughout the solar system in *The Expanse*, a game of politics, conquest, and intrigue set in the universe of Syfy's hit television series, *The Expanse*. Scheduled to ship in June 2017.

WZK 72927.....\$49.99

PEATURED ITEM

FANTASY REALMS



FEATURED ITEM



MARVEL HEROCLIX: THOR - RAGNAROK MOVIE GRAVITY FEED DISPLAY (24)

Count down to the release of the *Thor: Ragnarok* movie with this 24-count Gravity Feed featuring 12 unique figures from *Marvel*

FEATURED ITEM

STAR TREK ATTACK ATTACK WING: CARD PACKS

Each Star Trek: Attack Wing Card Pack will include cards, token sheets, and the necessary dial connector pieces. Most of these cards and tokens will be brand new content with a small portion of each card pack being dedicated to



incorporating rulings and errata from old cards and tokens! Scheduled to ship in June 2017.

ship in June 2017.	
WAVE 1: OBERTH CLASS WZK 72940	\$9.99
WAVE 1: RAPTOR CLASS WZK 72938	\$9.99
WAVE 1: ROMULAN DRONE SHIP WZK 72939-NEW	\$9.99
WAVE 1: CARDASSIAN ATR-4107 WZK 72937	\$9.99
WAVE 2: BORG OCTAHEDRON WZK 72942	\$9.99
WAVE 2: D'KORA CLASS SHIP WZK 72943	\$9.99







STAR TREK ATTACK WING: **WAVE 31 EXPANSION PACKS (REPAINT)**

Each expansion pack features a ship with updated paint schemes for use with the Star Trek: Attack Wing tactical miniatures game. Scheduled to ship in July 2017. **1ST WAVE ATTACK FIGHTERS**

WZK 71754-NEW \$14.99 4TH DIVISION BATTLESHIP

WZK 71279-NEW \$14.99 **DOMINION 5TH WING**

PATROL SHIP 6 WZK 71271-NEW...... \$14.99 **U.S.S. ENTERPRISE**

WZK 71523-NEW...... \$14.99

WIZKIDS DEEP CUTS UNPAINTED **MINIATURES: CHESTS**

WizKids Deep Cuts Unpainted Miniatures: Chests comes with highlydetailed figures, pre-primed with Acrylicos Vallejo primer and includes deep cuts for easier hand painting. Scheduled to ship in June 2017.





STAR TREK HEROCLIX: **TACTICS SERIES IV COUNTER DISPLAY (12)**

Relive iconic battles from the Star Trek Universe - or create your own - with the Star Trek Tactics tactical space combat game system. The Star Trek Tactics: Series



IV set features over 25 premium, pre-painted ships that have never been seen in Star Trek Tactics before! Play with fan-favorite classic factions such as the Federation, Klingons, Romulans, Dominion, and Borg as well as the all-new Xindi and Andorian! On top of that, the Kelvin Timeline Constitution Class and Ktinga Class are coming to Star Trek Tactics as well! Scheduled to ship in September 2017. WZK 72818 \$59.88

STAR TREK HEROCLIX: TACTICS SERIES IV STARTER SET

The Star Trek Tactics: Series IV Starter Set features four iconic ships (U.S.S. Enterprise, U.S.S. Enterprise B, I.R.W. Gal Gaththong, and I.R.W. Algeron) with all-new dials, plus two double-sided maps, a rulebook, a Powers and Abilities Card (PAC), Object and Terrain Tokens, Dice, and CharacterCards. Scheduled to ship in September 2017.

WZK 72820\$24.99





WIZKIDS DEEP CUTS UNPAINTED **MINIATURES: KEG BARRELS**

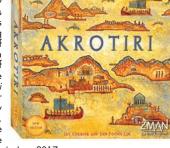
WizKids Unpainted Miniatures: Keg Barrels comes with 2 identical, highly-detailed figures, pre-primed with Acrylicos Vallejo primer and includes deep cuts for easier hand painting. Scheduled to ship in June 2017.

WZK 72595.....\$3.99

Z-MAN GAMES

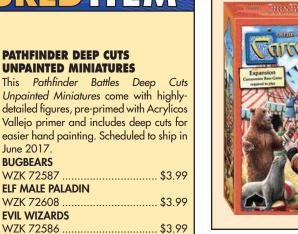
AKROTIRI (REVISED EDITION)

Your decision to excavate the ancient city of Akrotiri has borne fruit. The temples you've discovered during your expeditions in the Aegean have increased your standing among your peers and made you a person of renown. But, they've also drawn the attention of competition. Building on the sense of adventure established by its original release in 2014, this new, revised edition of Akrotiri ups the stakes even further. Now, up to four players can join the hunt for legendary temples with two copies of the game. Featuring updated rules and cards, only the most cunning explorer will gain enough fame to claim victory in *Akrotiri*. Scheduled to ship in June 2017.



ZMG ZM7410\$29.99

IGHT ON





CARCASSONNE: EXPANSION 10 -UNDER THE BIG TOP

From far and wide, people flock to the big red tent that travels across the countryside. Drawn by whispers of exotic animals and high-flying performers, some of these onlookers might even be tempted to leave their normal lives behind and join the show themselves. A new world of excitement awaits Under the Big Top, the tenth expansion for *Carcassonne!* Capturing the thrill of the circus, *Under* the Big Top incorporates twenty new land tiles and two new types of meeples into the Carcassonne library. And just like the daring risks taken by circus performers, Under the Big Top provides players opportunities to score big points... if they can draw in the crowds, that is! Scheduled to ship in June 2017.

ZMG ZM7820\$17.99





SPOTUGHT FULL STEAM AHEAD!

GAMES THAT TRANSPORT US



Why host a game night? Game nights are a great way to introduce your friends to new games they haven't played before. You can host an event yourself, or find one of the many events hosted by friendly local game stores (FLGS). There are also conventions to attend and websites devoted solely to getting people together.

What games should you choose? This is an important question and one that deserves some thought. Not all games make great gateway games, but most games are accessible to players with little or no gaming experience. So, then the question becomes what kind of games would you like to play and actively participate in?

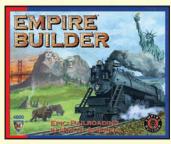
'Trains' occupy a unique place in our modern world. They are engines of business and commerce, the blood pumping through the veins of the modern economy. They ferry passengers for cities, allowing businesses to meet their clients, face-to-face, or attend trade shows. And, finally, we utilize them for all sorts of excursions.

Even more than that, because of their place at the heart of the industrial revolution and the beginnings of our modern world, trains are equally important as an ideal — a romanticized aspect of our past and present. This has put trains front and center of board games almost since their inception. The combination of steel, geography, and business moguls combine to create a winning and engaging formula.

Games focusing on popular means of transportation attract a passionate, loyal group of fans. And since Mayfair Games is one of the leading publishers of transportation games in the world, let's focus on some of our favorites, from classic hits to new sensations, to help you discover the perfect game to begin your foray into a whole new realm of board gaming.

A CLASSIC SERIES, NOW MORE **ACCESSIBLE THAN EVER**

The Empire Builder line of train games takes you back to the early days of rail before tracks crisscrossed industrial nations around the world, a time when iron men forged ribbons of steel and built empires run by ruthless moguls who would soon be some of the richest in the world. The original classic covers North America, while other games in the series bring Europe, Japan,



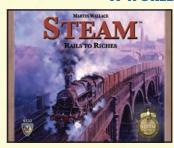
India, China, and Britain to the tabletop, allowing players to explore the world, one track at a time. There are even futuristic games in the series that take place on the moon and Mars. One of the latest game in the series, Empire Express, is a perfect introduction to the series, offering streamlined gameplay on a map of the Northeastern United States.

And, the Empire Builder line is about to see the return of one of its most asked for games: Iron Dragon! Revised and updated, this classic Empire Builder game takes players to the world of Darwinina,

a fantasy steampunk world occupied by elves, dwarves, trolls, orcs,

and dragons. The dwarves have created a new type of machine: The Iron Dragon. These fantastic machines make their way across a landscape wracked by war, natural disasters, dragon attacks, and even the occasional elven workers' strike. The random event deck will thwart your most carefully laid plans, forcing you to think on the fly, possibly even leading you to reroute entire train lines in the wake of a disaster. It's a fantastic take on the classic Empire Builder formula that you won't want to miss.

A WORLD OF STEAM



Another of Mayfair's long-running lines of transportation games, Steam, challenges players to manage rail networks, upgrade locomotives, manage the finances of a rail company, and deliver goods, all to score Victory Points and win the game. While this sounds complicated, the game's elegant design will have you

delivering your goods and racking up points in no time.

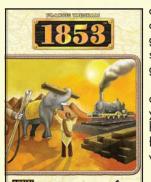
Goods are the heart of the game and delivering them is the primary way you score on your turn. Goods are abstract and represented by colored, wooden cubes, which are paired with colored cities. So red cubes want to go to red cities. When you deliver cubes, you can either score Victory Points or income. While income is certainly important, in the end Victory Points will decide the winner, so balance your needs accordingly!

Like Empire Builder, there is a wide range of Steam products for the enthusiast, with five expansions in print, bringing new maps, game variants, and more to the game. There's even a line of

upgraded train components!

THE ULTIMATE CHALLENGE

There are games, and then there are challenges waiting for the passionate to master them, like mountains waiting to be climbed. For those seeking games with greater depth and complexity, 1844/54 offers just what they're looking for. As the latest entry in the 18XX series of games, this mammoth game takes players to Switzerland and Austria at the beginning



of their Age of Steam. 1844/54 is a huge, complex game that will appeal to the hardcore strategy, railroading fan who wants a game that will take hours to play.

We hope you've enjoyed our look at Mayfair's transportation titles. And if you've decided to take the plunge and host a game night, even better. Thanks for reading and we'll see you in these very pages next month!

68 **GTM** MAY 2017 PHIL WALKER-HARDING

BARENPARK



Bear parks: it's the next big thing! In order to be successful, you must skillfully fit together enclosures, animal houses and green areas, and use every available inch of your land. Animal houses and

enclosures are worth points, and are more valuable if you build them quickly. Construction crews let you claim more land to build onto. When one player fills their park, the game is over and the player with the most points wins.



Mayfair Games®









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CORVUS BELLI IJFIMUTY

THE WARRIOR INSIDE THE MACHINE

AN ARTICLE BY GUTIER LUSQUIÑOS. EDITED BY JEREMY BRECKBILL.

The latest update of the ITS (Infinity Tournament System) rules has brought along a few but very significant improvements. The current tournament season has focused on TAG Pilots, trying to bring back the relevance of these powerful armored combat machines to ITS scenarios. However, instead of boosting the TAGs themselves, the spotlight was pointed on their pilots, providing them with new skills, weapons, or equipment.

One of those small improvements has been the addition of Remote Pilots in all Remote Presence TAGs: small, semi-autonomous, auxiliary devices that the pilot can operate outside the TAG, enhancing their versatility in accomplishing objectives. They are a show of power and advanced technology for the PanOceanian Military Complex.

So now every TAG from the Hyperpower has been equipped with a **CrabBot**, a Remote Ancillary Unit designed to perform short range exploration and analysis tasks.

The Combined Army has its own design of Remote Ancillary Units, the **Scindron**. This unit is available to the lethal Sphinx, which thanks to its TO Camo will be able to place a specialist behind enemy lines without much effort.

For their part, the manned TAG regiments of the rest of the Human Sphere have developed intensive, express training programs for their pilots so they may safely accomplish mission objectives, always protected by their heavily armored Tactical Gears.

The **Gūijià Pilot**, even though she looks delicate, controls a meat-grinding machine able to take down any enemy of the StateEmpire, so watch out for her! This is especially true this season as this pilot has become a Specialist Operative, and got a Light Flamethrower!

All the Maghariba Pilots have received specific first aid and emergency medical training, so they now have the Paramedic Special Skill. This TAG has now become a combat ambulance, ideal for getting a Paramedic close to Unconscious troops.

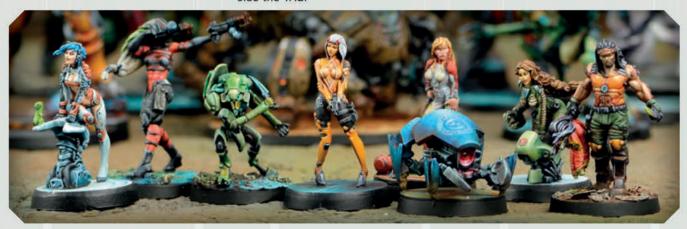
Lizard Pilots have become Specialist Operatives able to accomplish any mission, and can use their Submachine Gun at short range and against high-armor targets.

Szalamandra Pilots have received specific training to hunt down enemy Hackers with their lethal Killer Hacking Device. Also they have been equipped with a Contender for self-defense when outside the TAG.

There are also manned TAGs within the Combined Army. The Morat Raicho Pilots received an improved Physique Attribute and are now very dangerous Specialist Operatives. An extra Heavy Pistol and D-Charges have been added to their basic equipment, making them a very interesting choice to accomplish the Secondary Objective: Sabotage.

Joe "Scarface" Turner is the only Mercenary Pilot who has received the Specialist Operative Special Skill, forced on him by his sister Cordelia, who has taught him the hard way some little things to facilitate his job.

This tournament season brings some changes, changes that come on strong and are here to stay. They provide a new incentive to use TAGs in our lists, because apart from their offensive power and toughness, we now have a Specialist that can go to any point of the table with relative safety. But, and more importantly, these changes still maintain a balance, because in Infinity all advantage also brings a risk, and only those who dare win!









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BANANA BANDITS

COL BAN001\$29.99

Available July 2017!

The top banana in the city's simian crime organization has decided to split. His retirement means there's a vacancy as the Big Boss. In Banana Bandits, you face off with the other top Lieutenants to see how high your ambition (and climbing skills) will take you.

In the new title from CMON and Mandoo Games, up to four players vie to become the new Big Boss. The game board is a unique, 3D building with a lot of hand holds. Your Gorilla scales the side of the building while doing battle with the other primates. The first player to acquire three Banana coins takes control of the business and wins the game.

In your quest to become Big Boss, you'll start off with a hand of cards and a supply of your own Gorilla coins. Each turn, you have three action points to spend. They can be spread out over three different actions, or you may perform the same one three times. Moving around the building, you fight other Gorillas, which forces them to drop coins, then collect those coins or draw cards.

Attacking an opponent is the real fun part of the game. You set your sites on a Gorilla in an adjacent window, or one on the opposite side of the building, and let fly with the six attack dice. Your opponent gets a chance to defend themselves with the same set of dice. The player that comes up with the most successes wins that encounter. Now, that's pretty simple and straight forward (even an ape could figure it out), but cards can be played by both the attacker and defender that can change the outcome of a fight. For example, a 'Banana Power' card can be used by either player. It adds up to two dice to your dice pool, increasing the odds of scoring a hit. The 'Avoid Attack' card can be played

by the defender to avoid combat, while the 'Reroll All Dice' card... well, that's self-explanatory. If the attacker is successful in laying the smack down on their opponent, that Gorilla is pushed three spaces (or as far

as they can go). They must leave one of their Gorilla coins behind in each window that they pass in this fashion. Leaving behind a trail of coins is not only an indication that you got socked in the face, it also gives your opponents a chance to collect those coins. This is important, because when you reach the top of the building, you can exchange two Gorilla coins for

one Banana coin (the ape mafia's economic structure is a complicated system). The first player able to acquire three Banana coins gets the job as the Big Boss.

Cards aren't just useful during combat. You can play cards to allow you to collect coins from adjacent windows, gain extra actions on a turn, or even swap Gorilla coins with another player. You start

off with a hand of five cards, but you'll burn through those pretty quick. You have to spend an action if you want to refill back up to five.

> Banana Bandits is a visual delight! The art on the cards is fun and evocative and the Gorilla goons are hilarious, but it's the 3D building playing surface that's the real





eye-catcher. The building sets up in seconds and immediately challenges players to start thinking in more abstract ways. Battles can occur in any direction, so you really have to consider what the outcome may be when you rear back to slug someone. The addition of this super cool component takes Banana Bandits to the next level!

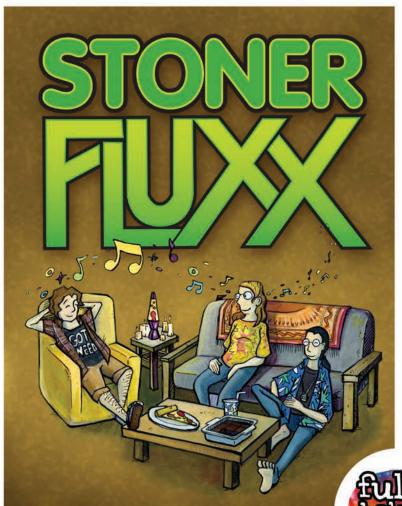
> Banana Bandits is a game that can be enjoyed by pretty much anyone. The rules are simple

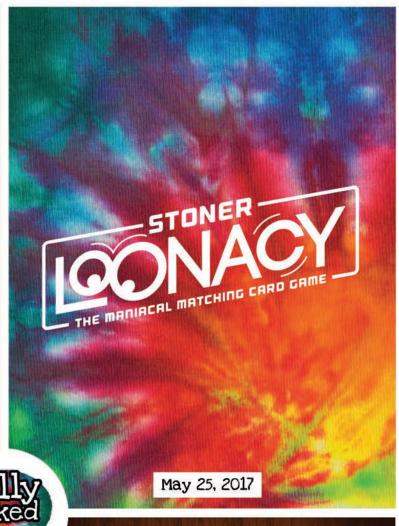
to grasp and a lot of fun. Just when you think you're getting close to a Banana coin, you're sucker punched and have to work your way back into position. There's a lot of competition amongst these Gorillas, and you need some cunning gameplay and a little luck if you're

going to come out on top! Pick up Banana Bandits at your FLGS in Q3 201 7.

Sean Jacquemain is a Content Producer for CMON, and Managing Editor and photographer of The Daily Worker Placement blog. He lives in Toronto, where he worked as a Game Guru and Manager at Snakes and Lattes Game Cafe.







MAD Libs

THE GAME

hahaha

astonished

ideas

drinks

what?!

passionate

baked

cuddle

awesome

121

banana

June 22, 2017

DRINKING GAME WITH EVER-CHANGING RULES!

DRINKING GAME WITH EVER-CHANGING RULES!





FLIPSHIPS

RGS 00572 ...\$40.00 | Available July 2017!

Flip Ships is one of those games that's so simple and obvious that it's surprising no one has made it yet. While the initial concept was created by Kane Klenko during a designers' weekend meeting, it took him several years of development to finalize the finished game. Simple games are often the most difficult to optimize, but certainly worth the effort. Flip Ships was no exception.

It was an ambush. That's the only way to describe it. The mother ship appeared out of nowhere, creating a massive shadow over the city. Within seconds, wave after wave of fighters poured out of it, filling the sky.



Flip Ships is a cooperative dexterity game where players take on the roles of brave pilots defending their planet from an onslaught of firepower. Enemy ships encroach on your territory each turn unless they're defeated by your squad. By flipping your ship tokens on to the everapproaching enemies, you can deal damage that will destroy your foes and open the way for your final attack on the Mothership. Make the final blow to save your fleet.

As a kid, I loved *Space Invaders*. There's so much tension as you frantically shoot at the enemy ships creeping ever closer to your base. Now I spend most of my free time playing board games that challenge me strategically, but rarely add the intensity and suspense that I remember from arcade games of my childhood. Until now.

"The basic idea is that there are all these enemy ships (cards) coming at us, and we must flip our ship tokens and land on them to destroy them. After the players flip, the enemy ships move toward us, and if they move past a certain point we take damage. Sort of a dexterity tower defense game," explains creator Kane Klenko.

Klenko, designer of FUSE and FLATLINE, is known for increasing your heart rate by adding a timer to his cooperative dice games. Flip Ships explores creating suspense through a dexterity mechanic, instead. Players will be on the edge of their seats as each space craft flies through the air and lands precisely in the right (or wrong) spot. The enemies will eventually dwindle down, but the Mothership looms menacingly behind them. Nailing a few perfect flips will be required to strike at the heart

of this imposing, tentacled obstacle. That should get your heart pumping!

It won't be easy, but by working together you'll have a chance (a slim one, at that). As a team, you'll need to carefully choose upgrades to your fleet as you battle the increasing surge of enemy ships bearing down on you. These upgrades can allow your ships to move after your flips. You'll need this huge advantage because, honestly, most of us don't have a lot of practice flipping cardboard tokens onto cards across the table!

We're launching the ships we have ready, but it isn't much. Our pilots fight bravely, defending the planet, while we ready the rest of the fleet. Explosions fill the sky, and we've taken some hits, but we won't give up. Will you?

Games like Flip *Ships* are important for introducing new players to the hobby. As much as I love three-hour, heavy euro games with my gamer group, they're a tough sell to my casual gamer family. Offering a gentle balance between intriguing mechanics and appealing visuals will draw in even the most skittish, soon-to-be fan. The incredible art by Kwanchai Moriya draws you into the spectacular and saturated world, heightening the experience. Whether they see a group cheering from across the café, or are introduced to the game at a dinner party, fledgling gamers need to quickly grasp the goal of the game and feel comfortable trying out a few turns.

This is why Flip Ship is the perfect introduction to tabletop gaming. It taps into simple experiences that feel very human and relatable. Everyone has fiddled with flicking some sort of token towards another object. Turning this into a team sport makes it thrilling, as you can celebrate or lament your final results, together.

Games with simple rules, evocative art, and an ounce of suspense can capture this magic.

As a society, we crave human contact and tactile experiences. We also need to occasionally experience defeat, knowing that we can start over and try again. Improving our skills as a squad is satisfying and reminds us that we really do need each other. Games, and especially Flip Ships, are a wonderful outlet that can let us indulge in our imagination, problem solving, and the joy of working towards a common goal. Even if it's just saving the world from an alien invasion.

• • •

Sara Erickson is the Director of Sales and Marketing for Renegade Game Studios. She loves exploring the amazing Montana wilderness, training her dog, and games that bring people together.



SHADOWRUNI FIFTH EDITION

CATALYST game labs*

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MUNCHKIN

MEN

MUNCHKIN: X-MEN EDITION

PSI MU011-460...... \$19.95 |

Available Now!

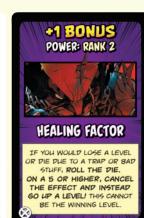
Greetings, True Believers! I'm Andrew Wolf, content development manager for USAopoly, and lead designer of many of our licensed Munchkin sets, including Adventure Time and Marvel. Coming on the heels of Munchkin: Marvel Edition and its two expansions, Mystic Mayhem and Cosmic Chaos, we received a ton of feedback from the fans clamoring for everyone's favorite mutants, The X-Men! We knew early on that there was enough content and history to give Homo superior its own stand-alone set, so as lead designer, I quickly set out to build a Munchkin set featuring all the iconic mutant characters and storylines. I really enjoy working on designs for Munchkin, and this one was particularly fun for me, since I've been a huge fan of all things X-Men since Chris Claremont's run starting in the early 80s. I still have the entire original print run of The New Mutants, including Deadpool's first appearance! So I was thrilled to have the opportunity to reimagine some of my favorite heroes, villains, and iconic stories from my formative years in the guise of a

Munchkin set. I knew early on that the set would be a little more streamlined, so instead of the typical 168-card Munchkin game that supports 3 to 6 players, I designed X-Men as a 128-card standalone set for 3 or 4 players, similar to Munchkin Grimm Tidings. While Munchkin: X-Men Edition can perfectly complement all the other Munchkin: Marvel content, it also plays great on its own. We've received great feedback from the inclusion of the player role cards in Munchkin: Marvel, where players took on the roles of

ok on the roles of S.H.I.E.L.D agents rising through the ranks to reach Level 10 and win. I wanted to do something similar with Munchkin: X-Men Edition, so I thought it would be fun for players to be students enrolled at Xavier's School for Gifted Youngsters, again working their way up to earn a spot

YOU MAY DISCARD A CARD AND ROLL THE DIE.





as the newest member of the X-Men by being the first to reach Level 10. I took inspiration from *The New Mutants* characters like Cannonball and Magik for the roles players can

take, including Leader, Strategist, Blaster, and Heavy Hitter.

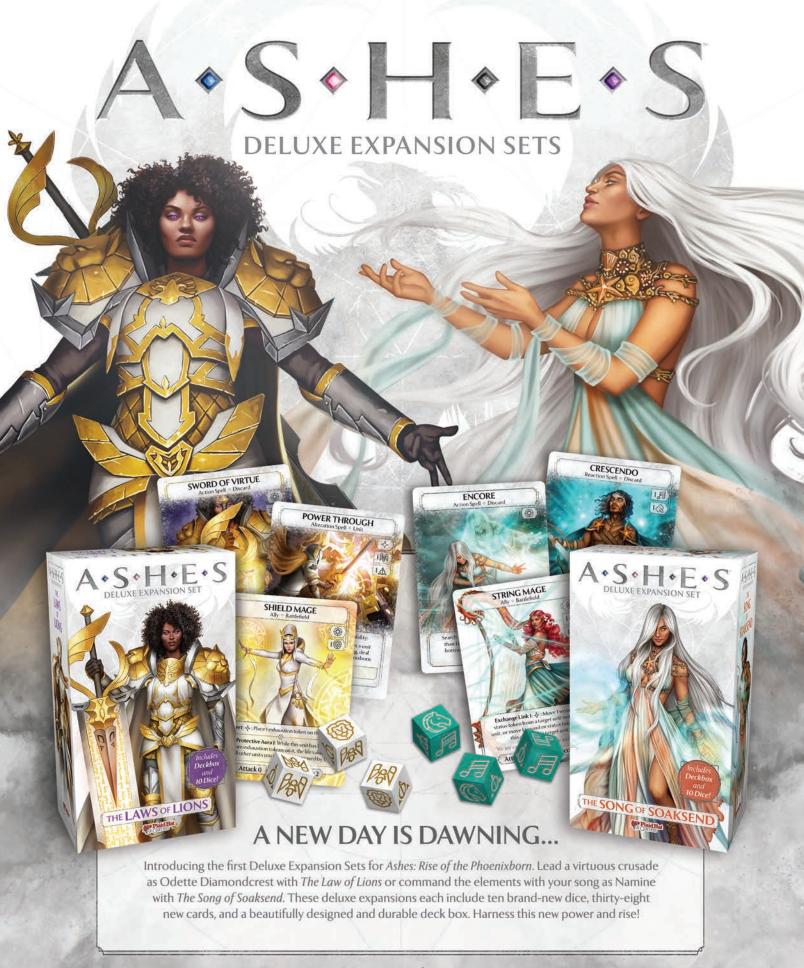
Like Munchkin: Marvel Edition, the set features iconic villains as the monsters you must face, including an army of Sentinels (which can also be played to boost each other's combat strength), Sabretooth, Mystique, and, of course, Magneto! Watch out for Traps representing memorable mutant storylines like "X-Tinction Agenda" and "Mutant Massacre" (sorry Morlocks)! There are new abilities to acquire in the form of mutant Powers like Phasing, Healing Factor, and Optic Blasts. All the fan-favorite characters show up as Allies to support players, including Wolverine, Jean Grey, and Cyclops. There are new Affiliations, which take the place of Class cards, including X-Men, X-Factor, and X-Force. And, there's plenty of new Items to equip, like Adamantium Claws, Cerebro, and even Dazzler's Roller Skates! Groovy!

I think the thing I enjoy most about working on these *Munchkin* titles is the ability to create a setting where players get to engage in their fandom and enter worlds

like Marvel's X-Men in fun, new ways. In particular, I like to create cards that can be modified by the environment, like Blob. who gets stronger in the presence of junk food! I also appreciate the opportunity to give fans a chance to play 'whatif with their favorite heroes, villains, and storylines. What if a mutant had telekinesis, super-strength, and a killer katana? Or the ability to fly, read minds, and was armed to the teeth with cuttingedge tech? Who would win in a fight and come out on top? With Munchkin: X-Men Edition players get to create their own awesome settings and see how things might play out. For me, I find that to be

both Uncanny and Astonishing!

Andrew Wolf started collecting comics in the early 1980s with The New Mutants and Uncanny X-Men, collections that he still has today. He has been playing games for almost as long, and working in game design for almost 10 years, including credits on multiple TCGs, DBGs, Munchkin sets and more. He lives in San Diego with his wife and three cats, and is basically living his version of the American dream!



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UNEXPLODED COW DELUXE EDITION

PSI CAG201 \$25.00

Available Now!

Europe. Summer. 1997.

You and your so-called friends have discovered two problems with a common solution: mad cows in England, and unexploded bombs in France.

The French countryside is lousy with bombs, left over from longforgotten wars. You've decided the smartest use of your time would be to clear those bombs with an army of mad cows.

Round up your herd, sail them over the Channel, and loose them in La Belle France. If you're lucky, you'll get rich before someone shuts you down.

Unexploded Cow is a fun, fast-paced card game about blowing up mad cows. James Ernest was originally inspired to create the game while touring the French countryside, where leftover munitions still render parts of the country uninhabitable. At the same time, nearby England was in the throes of a mad cow disease epidemic. Why not solve both problems at the same time?

The legal, logistical, and ethical complications involved in marching mad cows across France to blow them up made the solution untenable in reality. However, the idea does make for a fantastically quirky card game. As one of the most popular games in their catalog, *Unexploded Cow* was the first Cheapass Games title to be re-released in a new deluxe edition after Cheapass Games' hibernation period in the early 2000s. Designed by James Ernest and Paul Peterson, the deluxe edition features full-color components as well as all-new art by Cheyenne Wright.

PLAYING UNEXPLODED COW

In *Unexploded Cow*, your goal is to finish with more money than you started with. If you finish with the most cash, you win.

To begin, each player is given a starting fund of 5000 francs, and antes 500 into the pot. On your turn, you'll draw two cards, play as many cards as you wish, and then make a "bomb roll."

There are three types of cards: cow cards, event cards, and city cards. Cows are played into "herds," which are lines of cows on the table in front of each player. You must pay the price listed on the cow card, after which you may place the cows in any player's herd.

Generally, you'll play "good" cows, which earn money when they explode, into your own herd. Good cows include proud, fat, sturdy, and strong cows. "Bad" cows, which cost a player money when they explode, are generally played into other players' herds. Bad cows include sloppy, skinny, and troubled cows. Some cows have special abilities allowing them to pass bombs away, steal bombs, or defuse bombs entirely. "Spy" cows are played into other player's herds, but earn money for their true owner when they explode.

Event cards are played for an immediate effect. Examples include "Stampede," which moves any number of cows from your herd to other herds (forcing other players to pay you for the transferred cows);

"Night Shift," which allows for an extra bomb roll; and "Mrr?", which brings a cow back from the discard pile.

At the end of your turn, you'll make a bomb roll, which determines which cow finds a bomb and blows up. Roll a die and count around the table, starting with the *rightmost* cow in your herd, and proceeding to the *left*. If you roll higher than the number of cows in your herd, keep counting into the next player's herd, and so around the table until you stop on a cow. That cow then explodes.

If your cow blows up on your turn, you earn the respect and admiration of a town, and take a city card. City cards come with different bonuses such as being able to steal money from the pot or cows from

other players. Look for a special promo deck of alternate city cards featuring mad cows around the world in this issue of GTM!

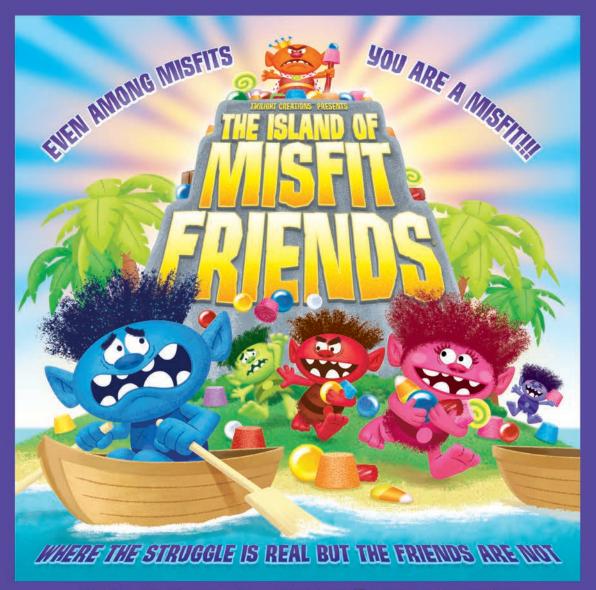
When the last city card is taken, Sudden Death begins. In Sudden Death, players make bomb rolls until all cows are blown up or there is no more money in the pot. After Sudden Death, the game ends. If you have more money than you started with, you've done well. If you have the most money, you win!

Round up your mad herd, give them a stirring pep talk, and march them into France! Look for a copy

of Unexploded Cow at your friendly local game store today!

Full rules are available at cheapass.com/unexploded-cow. Unexploded Cow plays in 25-minutes, supports 2-6 players ages 12 and up, and retails for \$25. Like most Cheapass Games titles, Unexploded Cow is printed in the United States. Note: no actual cows were blown up to create this game. That would be udderly mad.





SO LONG SUCKERS!!!!

ISLAND LIVING WAS YOUR DREAM - AN ISLAND FULL OF FRIENDS AND A KING WHOM YOU THOUGHT WAS FAIR AND KIND. BOY, WERE YOU WRONG. WHEN CANDY WAS DISCOVERED ON THE ISLAND, THE KING GOT GREEDY AND YOUR FRIENDS GOT MEAN AND THOUGHTLESS. NOW YOU WANT OFF THE ISLAND. MATTER OF FACT, EVERYONE WANTS OFF THE ISLAND.



THE KING SUPELY WILL FIGURE OUT YOUR OBJECTIVE ONCE SOMEONE LEAVES THE ISLAND. IT MUST BE YOU!

FUN FOR the WHOLE FAMILY - REDEFINING SIBLING PIVALPY!

Game contains:
6 Plastic "Friend" Figures
60 Cardboard Candy tokens
18 Player Movement Cards
32 Goal Cards
50 Event Cards
- REL
1 Gameboard - IIDC

one die

FOR 2-6 PLAYERS 45-60 Minutes AGES 8+



- RELEASE DATE: AUGUST 2017 - PRODUCT CODE: TLC 3920

- UPC: 823973039204 - SRP: TBD

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Table for Two Show!

GRAND HOTEL AUSTRIA (MFG 3511)

From Mayfair Games, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"





12 & Up

Less Than 90 Minutes

#*****

2 - 4 Players \$60.00

Picture yourself owning your own hotel, and making it the most grand in all of Austria! Your hotel is in the heart of Vienna and all the cool people like artists, politicians, and, of course, tourists are looking for the hottest spot to stay and dine. So, cozy rooms and good food are a must! The goal of Mayfair Games' Grand Austria Hotel is to have the most Victory Points (VP) after seven rounds by running your hotel the best!

WAS THIS GAME EASY TO LEARN?

Admittedly, the first time we played *Grand Austria Hotel* it took us a while to grasp a few things, but after we played through a full game it became much easier. One of the components – the staff cards – have symbols on them that say what they do, but when you first play the game you need to glance at the legend in the rulebook to understand the symbols to strategize your play. And, you want to do that because you may have a playable card in your hand that you should use to your advantage!

HOW IS IT PLAYED?

Each player is given a hotel game board which shows 20 rooms, but most of the rooms are not ready to be occupied. There is also a café and kitchen where the manager can entertain up to three guests at a time. Each player starts out with 10 krones (\$), and six staff members (cards). There are turn-order tiles which differ based on how many players there are. For two-players, one card shows 1 & 4 and the other 2 & 3 – which means the per-round turn order is: First player goes first, second player goes twice, and then first player goes one last time to complete the round, with a total of seven rounds per game. Each round, the players switch turn-order cards to make it fair,

and starts with one of each food cube for their kitchen (one coffee, one wine, one cake, and one strudel).

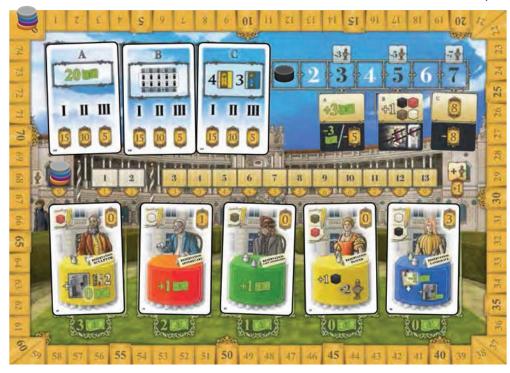
The main game board has a place to put five guest cards as a tableau to choose from, a scoring track for the VP earned, a section to place three "politics cards", a round tracker, and an emperor track where you can earn more Victory Points – but, bad things can happen there, too. There's also an actions board which consists of six columns, with a die atop each, numbered 1-6. For a 2-player game you use 10 dice; more for additional players as warranted.

Before the game starts, players prepare three rooms, placing a token on each room to show it's available, which you turn over when it's occupied. Rooms must be placed adjacent to another prepared room on the board, and there's a cost for each one you prepare. The rooms are blue, red, or yellow, which correspond to the color of each guest's card – for example, only yellow guests can check into a yellow room. However, there are green guest cards which can stay in any unoccupied rooms you have prepared. Each player can also choose one guest from the tableau to invite to their café for free... Some guests cost kronos to bring in. When a guest is taken, the tableau is moved to the right and you fill in new guests from a draw pile.

Play is as follows:

The first player rolls all the dice, and the corresponding dice go in the numbered columns on the action board (more on that in a minute). Then...

- The player can take his/her actions
- Take a guest from the game board and put it in the café on your hotel board – this could be a free guest or a guest that you pay for, but this is an optional action. Once a guest is in your café they have requirements you need to satisfy for them to stay at your hotel (wine, strudel, cake, coffee)
- Pick an action to perform from the action board that has corresponding dice in it – if you choose an action, you can do it as many times as there are dice – when you do,









take one of the dice out of that column. This is a mandatory part of the turn. There are six things you can do, per dice value:

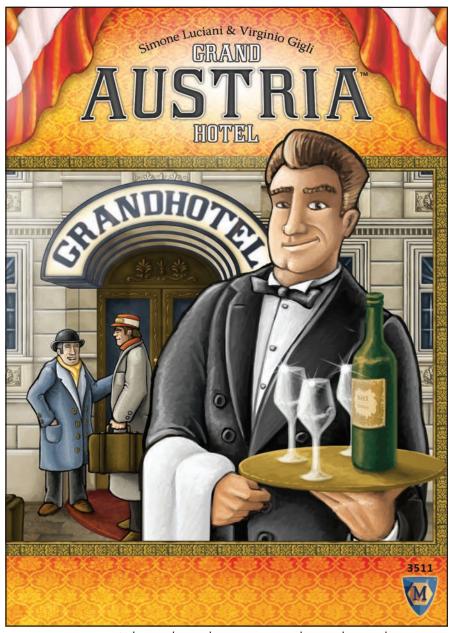
- Ones Take 1 strudel or 1 cake cube for as many dice are in that column, but you can't take more cake then strudel (for example: with three dice in this column, you may take two strudel and one cake, but not the other way around) – you may place them on a guest who craves them, and any extra go into your kitchen to use later.
- Twos Take 1 wine or 1 coffee cube per die, but not more coffee than wine.
- Threes You can prepare a room for each die – some rooms have a cost, so make certain to check your hotel board for how much each room is. Some of the rooms give you automatic VP when you place them, so don't forget to count those, too!
- Fours You can move your token up the Emperor track on the main game board, or, move up one on your money track if you need money – The Emperor track gains you more VP later
- Fives You can play one staff card from your hand and reduce the cost of that staff card by 'one' (each staff card shows how much it costs to play it). Here's where you need to understand what your staff cards can do, and strategize. For example, in our second game, Jane played a card that stated that every time she took a #4 die action, she automatically receives '5' additional VP!
- Sixes You can pay 1 krone and choose any of the other five actions, but only using the number of #6 dice to do it

Additionally, you can do other actions like paying 1 kronos to use up to three items (cubes) from your kitchen to satisfy what the guests want. Once a guest is satisfied, you can move them into a room – when you do, you gain the VP on that

room floor and any other additional bonus from the customer card (sometimes \$, sometimes food, etc.). There are politics cards on the main game board that you can put your player token on, assuming you meet the criteria on the card, which gives you bonus VP. For example, if you meet the criteria of having three red rooms and four blue rooms occupied, you get extra VP.



This gives you an idea of all the moving parts of the game – you need to watch and strategize as you are playing to maximize all the ways you can garner Victory Points.



When each round is over, you switch turn tokens and start again, until the 7^{th} round when the game ends. On rounds three, five, and seven, you also score VP for the Emperor Track; however, players also move back that many spaces on the track. If you are on the zero space, you could take nasty losses.

All in all, *Grand Austria Hotel* does have a lot going on, but once you get the hang of it, a fun time is had! Phil won both games that we played, but Jane is determined to beat him in the next one!

TIMING OF THE GAME

It took us almost the full 90-minutes for our first game, but the second one we played was under an hour as we were more comfortable on how to play.

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



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SPYFALL 2 (CZE 02128)

From Cryptozoic Entertainment, reviewed by Eric Steiger and Rob Herman



The overwhelming (and well-deserved) success of Vlaada Chvatil's Codenames had an unforeseen side effect: it overshadowed the other spy-themed party game that had released a little earlier, Cryptozoic's Spyfall. This is a real shame, because Spyfall is a truly innovative and original game that deserves as much spotlight as it can get. Hopefully, the release late last year of the standalone expansion, Spyfall 2, helped to rectify this oversight. Spyfall 2 is more Spyfall, with everything we like about the social game of bluffing, probing questions, clever answers, and suspicion... and a bit more besides.

Spyfall 2, helped to rectify this oversight. Spyfall 2 is more Spyfall, with everything we like about the social game of bluffing, probing questions, clever answers, and suspicion... and a bit more besides.

deep, and you will agonize over whether because they are the spy, or because they spy. Add in some truly hilarious, exagge a verifor a mone Sc. 2 and the clocating refrest the stale, 12 p.

The gameplay is the same: we are all together at one of 20 (26 in the original *Spyfall*) possible locations, such as a construction site, stadium, the U.N., or a jazz club. All but one of us knows where we are. That player is the 'spy'. Over the next 8-10 minutes, we will endeavor to ferret out who's the spy by taking turns asking each other questions about the place we are in. Meanwhile, the spy is trying to discover where we are. If your questions or answers are too specific ("Hey, check out all the foreign diplomats hanging out here"), then you will give away our location to the spy. If they are too vague, however, then the other players will (rightly or wrongly) accuse you of being the spy.

At any time, a player can stop the clock, and make an accusation that someone is the spy. If their accusation receives unanimous approval (excluding the accused player), the round ends, and if their accusation is correct, that player wins. But, if their declaration is wrong, the spy wins. If they didn't receive unanimous approval, then they may not accuse anybody else until the timer runs out and

the round ends. On the other hand, the spy can also stop the clock at any time, reveal themselves, and declare where we are. If they deduce correctly, they win the round; if they're wrong, they lose. If the round ends without the spy figuring out our location or being uncovered, then each player has one last chance to accuse (again, needing unanimous approval to convict). If the spy is still hidden, they receive half a victory.

If the game sounds incredibly simple, that's because it is, and that's the beauty of *Spyfall*. It's incredibly approachable, even for "casual" gamers. However, the bluffing and deduction involved are surprisingly deep, and you will agonize over whether someone is being vague because they are the spy, or because they're trying not to tip off the spy. Add in some truly hilarious, exaggerated art, and you've got

a very replayable experience for a small investment of both money and teaching time.

So, what does Spyfall 2 add? Well, in addition to the aforementioned 20 new locations, which might help refresh players for whom the first 26 locations grew stale, it also allows for up to 12 players, and includes a possible second spy at each location. Spies usually win or lose together, with each knowing who the other is at the start of the game, but a variant allows for the spies to work independently, with the first one to correctly guess the location being the winner, and the first one discovered to be the "loser." While the second spy is convenient for games of 9+ players (and necessary for one with all 12), it does remove some of the elegance

that makes the basic game so appealing.

Spyfall 2 has some great new locations, it allows for more players, and it has the same gameplay that we love about Spyfall. As a standalone expansion, there's also the question of whether you should buy it instead of Spyfall, and the answer to that is "maybe." If you expect to regularly have 9-12 players in a session, or you want the additional complication added by a second spy, then you absolutely should get Spyfall 2 instead of the original. But this isn't one of those cases where the second version of the game renders the first one obsolete. Spyfall is the same price and has six more locations than Spyfall 2. If you don't plan to go past 8 players, and you don't need the extra spy, then you get more bang for your buck in the original. On the other hand, at an MSRP of \$25, it won't break the bank to pick up both.

Eric and Rob are your friends, and friends wouldn't let you play bad games.





THE COLONISTS (MFG 3519)

From Mayfair Games, reviewed by John Kaufeld



The word "epic" gets thrown around a lot in movies and books — epic adventures, epic battles, epic tales, and such — but we don't see it applied very often in board games. The Colonists, from Mayfair Games, dramatically changes that.

Describing itself as an "epic strategy game," The Colonists puts an innovative worker-placement spin on the classic concepts behind world-building computer games.

Here are the top five things you need to know about The Colonists.

LAYERING MECHANICS TO DRIVE THE STORY

The Colonists does some very innovative things with classic workerplacement concepts, but it builds those innovations with simple mechanics, making the game easier to grasp but strategically deep.

Players represent colonists sent into the wilderness by their emperor to build prosperous communities. The communities start simply, with just a pair of farms and farmers. As the years pass, players gather more resources, erect more buildings, and increase their status. Farmers give way to citizens, who eventually turn into merchants as the eras pass, technology improves, and the economy grows.

None of the individual mechanics are complicated by themselves. Instead, the game elegantly layers and interlocks the mechanics like the parts of a fine watch, creating a development system that's simple to grasp while giving players endless strategies to explore.

SENDING IN THE STEWARD

The game's action takes place in two areas: The individual community boards and the shared hex-based game board. Community boards represent the player colonies, which include building spaces, three kinds of resource storage (more about that later), and some reminder information. Players build the game board during setup using a set of hex-shaped map tiles called "Places" and two double-length pieces known as "Markets." The tiles represent builders, craftsmen, and natural resources that players can access via their Stewards.

The Steward pieces are a delightful innovation in *The Colonists*. During a turn, the active player moves their Steward around the board, space by space, taking actions wherever the Steward lands. Because the player probably needs actions to happen in a certain order, like gathering resources before spending them, figuring out how to move the Steward piece adds a combination of strategy and puzzle-solving to the game.

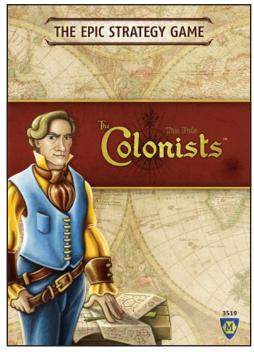
RANDOMIZING FOR REPLAYABILITY

There are so many randomizing elements built into *The Colonists* that it's nearly impossible to play the same game twice. You start with two shuffled decks of cards, plus a shuffled stack of tiles that players use to build the board. Players also get to choose their starting mix of goods, which affects their first few rounds of strategy.

As the game continues, the players add new tiles to the board every couple of turns, even replacing older tiles with new ones or swapping the positions of selected tiles. This much variation practically guarantees a highly replayable game experience.

THE LONG AND SHORT OF IT

To fulfill its destiny as an "epic strategy game," a full playing of *The Colonists* covers several eras. The colonies grow from serene farming communities into powerful urbanized industrial centers. Of course, several eras of development demand a certain amount of time in the real world,



and that can really add up. A full game of *The Colonists* can take six hours or more, depending on the number of players and their expertise.

Thankfully, the rules include notes on how to "save" your game so you can come back to it later. Likewise, it also tells you how to start the game in a later era, so you don't have to repeat Era 1 over and over just because your real-life schedule is so busy.

STRATEGIZING YOUR STORAGE

I alluded earlier that we'd talk about storage, and so we shall. The colony board includes three kinds of goods storage: normal storage, the warehouse, and the buffer. In this game, managing your storage makes all the difference. You can only spend goods directly from normal storage (not the other two), so you're constantly juggling which goods are where. Between plotting your Steward's moves and making sure you have the right goods in the right storage, *The Colonists* gives you a strategic run for your money.

THE VERDICT

This is an *epic* strategy game. Truly and seriously epic.

Nor is it a beginner's strategy game. This is a massive title-placement game for heavy strategy game lovers. Players balance an endless series of trade-offs as they wrestle with limited Steward moves, limited storage spots, and limited time to accomplish tasks in each era. That's a lot of thinking, but it's worth the work.

With its innovative twists on worker placement, its design filled with mechanics on top of mechanics, and multiple layers of randomization, *The Colonists* will give you a fresh play experience for many years to come.

John Kaufeld often frets over whether the word "meeple" has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, The Dad Game (http://dadga.me/column).





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BURKE'S GAMBIT (WZK 72790)

From WizKids/NECA, reviewed by Rebecca Kaufeld

**	14 & Up	#	4 - 8 Crewmembers
Ø	20 Minutes	8	\$19.99

THE BACKSTORY

The mission wasn't supposed to end like this.

Everything was going so well. Spending three years in space finally paid off when you found the alien tech on that last planet, and you're pretty sure this is going to earn a handsome reward when you get home. Now, Earth's the next and final stop on your journey... well, it was... until someone got infected and the ship decided to fly itself! The captain says someone turned traitor, but that depends which side you're on. They could be an ally. They're probably an enemy. Either way, they're not going to make it back alive.

THE GOAL

The Captain says there's one solution: locate the infected crewmember that's carrying an alien parasite, and eject them out of the airlock. It's the only way to make sure both the crew – and the Earth, for that matter – stay safe from alien invasion.

The Deep Space Salvage Crew is on his side. They never wanted an alien invasion and would really like to go home. Their goal: eject the infected person into space and keep everyone else safe. The Acquisition Support Specialists (who have been specially planted for a crisis like this) have their own solutions: let the infected player get to

earth, force a tied vote so no one gets ejected from the ship, or kill all other crew members as a last resort. The specimen deserves to be studied, and they're going to give it that chance.

It also doesn't help that the ship itself is gaining speed. If the engines accelerate to one less than the number of players, it will arrive home before the crewmembers make a decision, and someone will be forced off the ship in pure desperation.

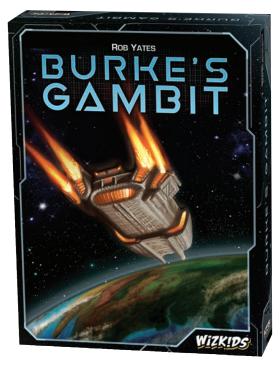
Time is running out. Whose side are you on?

WELCOME TO THE SHIP

Each crewmember has three main cards: their Crew or Specialist ID card, their job title (or Role) on ship, and a diagnostic report. Role cards allow the player to use a special action once during the game: take an extra turn, look at another player's ID card, and more. Diagnostic reports identify only whether a character has been infected by the alien parasite.

Players can look at their own Specialist/Crew ID and Role cards at any time, but they'll never see their own Diagnosis. Only other players can check that. And given the amount of suspicion on the ship -- as well as personal motivations -- can anyone be trusted to tell the truth about what they find?

Each player also receives two health tokens. Once they're gone, that character is dead. Living in space is dangerous, especially with a space parasite and a growing sense of paranoia on the ship. Someone will start shooting. Hopefully you're not the target.



DON'T KILL YOUR FRIENDS... YET

Each turn, a crewmember selects one die from the bag and rolls to find out what happened this turn. There are 10 different actions and events that can occur, ranging from "DAMAGE OR HEAL ANOTHER CREWMEMBER" and "PARASITE SCAN" (check another player's diagnosis card) to "INSTA-KILL ANOTHER PLAYER", causing their character to die and become a spectator for the rest of the game.

Thankfully, players don't always have to use the dice. If it's too early in the game to kill someone, they can always choose to 1) reroll the die and use the second result, 2) simply return the die to the bag, or 3) reserve the die for a future turn.

Of course, the more actions used, the more frantic the game becomes. Using special abilities to steal reserved dice, rolling to get new actions, and attacking other players will cause chaos on the ship. Maybe you like chaos. Maybe you don't. Either way, it'll be a memorable trip.

Oh, and don't forget: the goal is to win. Identify the infected person, and either get them home or jettison them into space. Fight for your team! Earn your victory! Try to survive!

Good Luck! We're all counting on you!

When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.



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CAPTAIN



SIXTH WORLD SIXTH WORLD SIXTH WORLD

SHADOWRUN



FEATURING THE ART OF

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WARHAMMER 40K: SPACE MARINES HORUS HERESY -BURNING OF PROSPERO (GAW HH2-60)

From Games Workshop, reviewed by Thomas Riccardi

BURNING OF PROSPERO

ME OF DESPERATE BATTLE IN THE 31⁵¹ MIL

¥ÅÅ.	12 & Up	#	2 Players
Ø	30 - 90 Minutes	8	\$150.00

In the 31st Millennium there is still only war, as factions clash against one another. During this time in the Imperium there are tales of legendary battles, but none has been more documented than the war on Prospero. On this planet, the psykers of the Thousand Sons have accessed text that contains knowledge that was forbidden to them. In retaliation, the primarch Leman Russ has ordered the world

to be burnt to its core. Fleets rain down fire as they render most of the cities into ash and flame... all except one. The city of Tizca is protected by a force field powered by their psykers, and the Space Wolves are called in to purge that threat. Can they purify the world, or be hindered by the Thousand Suns in Games Workshop's The Horus Heresy: Burning of Prospero.

The core of Burning of Prospero is spread out over six scenarios in which the Space Wolves are trying to eradicate the remaining Thousand Sons. These scenarios can be played separately or in sequence as

a larger, linked campaign. The boxed set comes complete with everything that you need to play, including dice, tiles, counters, cards, rules, and, of course, miniatures, which there are 47, all variances from the previous Horus Heresy game. Sure, there are Mark III tactical marines on both sides and the Thousand Sons also wield terminators. However, the Space Wolves have the custodial guards and the Sisters of Silence assisting them to quell the pskyer threat. Each of these miniatures are breathtaking and can be worthy addition to

to quell the pskyer threat. Each of these miniatures are breathtaking and can be worthy addition to your collection, or even a starter force to play in other Warhammer 40k tabletop battles.

Starting the game is simple, as you first select which scenario you want to play. There are six scenarios, each of which require a different layout of board tiles. Once you've defined the playing field, choose sides, gather up your dice, shuffle the psychic power cards, and prep your forces. Now, you're ready to engage in war on the burning surface of Prospero.

The rules for *Burning of Prospero* are easy to learn whether you're a veteran of *Warhammer 40k* or just starting off in the hobby. There are four phases of each turn: enumeration, movement, attack, and consolidation phases. The first phase is for the Thousands Sons, as they have command of psychic powers that can change the tide of battle. Some of these powers can attack the units directly, however, you can only cast up to three powers per round so choose wisely. The second phase allows you to move your units (or not). However, the game provides a new feature: each zone can only hold four units. Also, if your units are adjacent to an enemy unit they are pinned and

cannot move.



During the third phase, you'll resolve attacks on the enemy through ranged or close combat. Roll the appropriate dice for your attacker while the defender rolls and adds their armor score. If the attack dice is higher than their armor, that unit suffers one

point of damage. If not, it's absorbed by the armor. Once the damage taken meets or exceeds that model's stamina, it is slain and removed from the battlefield. The final phase is where everything is cleaned up for the next round to commence. Willpower and Warp Energy cards are reshuffled back into their decks, while Psychic powers (played and not yet executed) will need to be played in this phase. Plus, wound counters that were inflicted are removed from the board.

Aside from the rulebook, *Burning of Prospero* also includes a sourcebook that offers insight on the two warring factions during the campaign, with extensive background on both the Space Wolves and Thousand Sons, as well as their units.

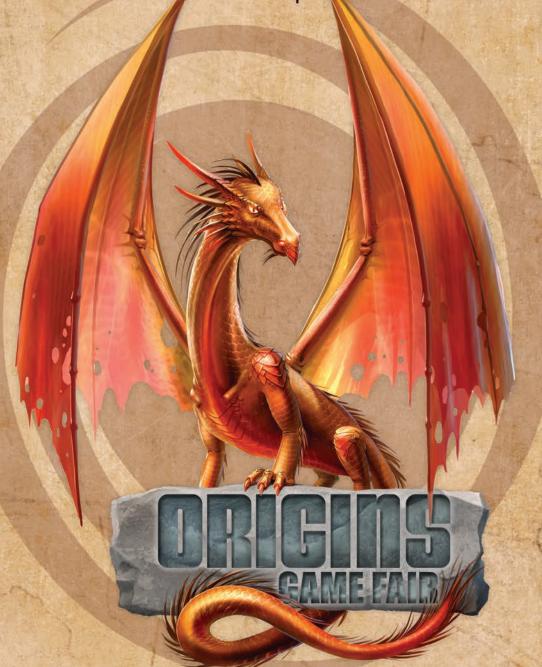
With an epic series of battles, highly detailed miniatures, and a fast-and-furious, easy-to-learn rules set, *Horus Heresy: Burning of Prospero* fits the bill for both novice players and *Warhammer 40k* veterans. For more information on this and other products head over

to www.games-workshop.com and get ready to battle on the burning planet of Prospero.

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



HERE BE DRAGONS



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